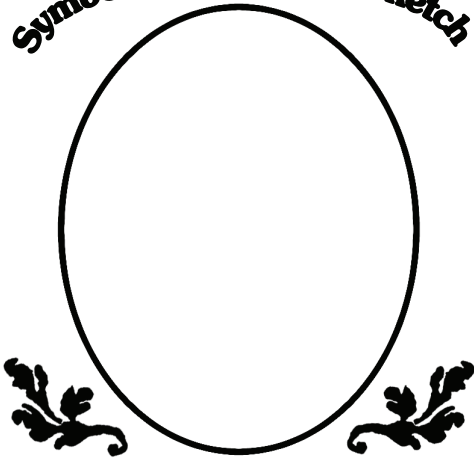


# Labyrinth Lord™

## CHARACTER RECORD SHEET

Symbol or Character Sketch



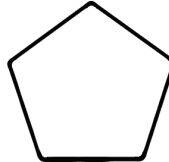
Character Name

Class/Race

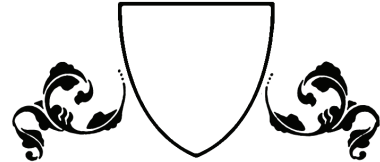
Alignment

Level

AGE



Hit Points



Armor Class

### ABILITIES



Strength

Modifier to hit, dmg,  
forcing doors



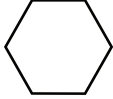
Dexterity

AC/Missile/Initiative



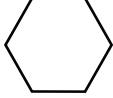
Constitution

hp/Poison/Res/Shock



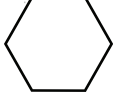
Intelligence

Lang/Spell Prob/Min/Max



Wisdom

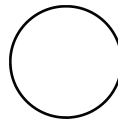
Save/Spell fail/Add spells



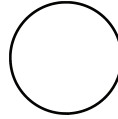
Charisma

Reac Adj/Ret/Ret morale

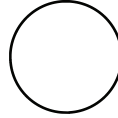
### SAVING THROWS



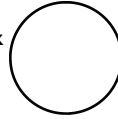
Breath Attacks



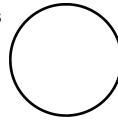
Poison or Death



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

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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 \_\_\_\_\_

