## Labyrinth Lord

## Character Record Sheet

Character Name					Player Name									
Class		Alignment _					Level							
Abilities			Character Sketch					Experience Points						
Hi	it, Dama	age,												
A	C, Missi													
Hi	it Point	S												
Ma	agic-bas	ed												
	-							To Next Level						
n Breath	1	Petrify/ Wands Spells	Paralyze	AC	_I	HP				Wo	und	s		
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loring	(	Combat			<u> </u>				Ť		Ė	Ť	Ė	
Skills	8 & P	Powers	(Thief ski	lls, Cle	ric's	turn	ning,	, S <sub>I</sub>	pells	s, e	tc.)			
			Additi	onal N	ames	&	Titl	es				Mis	 6C.	
EP	EP									Wei	σht			
										Hair				
	ities  Hi On Are In Hi Are In Are In Breath In Death  wement loring	Hit, Dam Open Do AC, Miss Initiative Hit Point Additional Language Magic-bas Saving T. Reaction  Throws  In Breath  Pement  Skills & F  Skills & F  Pr  GP  GP  GP  GP  GP  GP  GP  GP  GP	Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Throws Petrify/ m Breath Monds Spells  Throms Wement  Combat  Skills & Powers  Passure  At Home Elsewhere  Proper GP Proper GP  GP	Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Petrify/Paralyze n Breath Death Spells  Combat To Hi  Skills & Powers (Thief skill)  Skills & Powers (Thief skill)	Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Throws Petrify/Paralyze Name AC Wands Spells  Pement AC 9 8 To Hit  Skills & Powers (Thief skills, Clean  Combat To Hit  Skills & Powers (Thief skills, Clean  Combat To Hit  Skills & Powers (Thief skills, Clean  Combat To Hit  Skills & Powers (Thief skills, Clean  Combat To Hit  Skills & Powers (Thief skills, Clean  Combat To Hit  Skills & Powers (Thief skills, Clean  Combat To Hit  Skills & Powers (Thief skills, Clean  Combat To Hit  Combat	Align  Thit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Throws Petrify/Paralyze Name AC Name Breath Name Beach  Additional To Hit  Skills & Powers (Thief skills, Cleric's  Cassure At Home Beewhere Press GP  Additional Names	Alignmen  ities	Alignment  ities  Character Sketch  Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Throws Petrify/Paralyze AC HP Wands N/Death Spells  Combat AC 9 8 7 6 5 To Hit  Skills & Powers (Thief skills, Cleric's turning, Combat  Skills & Powers (Thief skills, Cleric's turning, Combat  Additional Names & Title  Additional Names & Title  Additional Names & Title  Additional Names & Title  Additional Names & Title	Alignment  Character Sketch  Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Petrify/Paralyze AC HP Wands Thomas Petrify/Paralyze AC HP Wands To Hit  Skills & Powers (Thief skills, Cleric's turning, Special States)  Skills & Powers (Thief skills, Cleric's turning, Special States)  Additional Names & Titles  Additional Names & Titles	Alignment  Character Sketch  Eximalization  Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Petrify/Paralyze AC HP Wands N/Death Spells  Combat Mat AC 9 8 7 6 5 4 3  To Hit  Skills & Powers (Thief skills, Cleric's turning, Spells  Skills & Powers (Thief skills, Cleric's turning, Spells  Personal Combat Mate Additional Names & Titles  Additional Names & Titles  Additional Names & Titles	Alignment  Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Saving Throws Reaction  Petrify/Paralyze Mynds AC 9 8 7 6 5 4 3 2 To Hit  Skills & Powers (Thief skills, Cleric's turning, Spells, e  Passure At Home Esewhere PP PP Age	Alignment Level  Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Petrify/Paralyze AC HP Wound  To Next Level  Throws  Reaction  Combat Matrix  AC 9 8 7 6 5 4 3 2 1  To Hit  Skills & Powers (Thief skills, Cleric's turning, Spells, etc.)  Skills & Powers (Thief skills, Cleric's turning, Spells, etc.)	Alignment Level	Alignment Level  Hit, Damage, Open Doors AC, Missile, Initiative Hit Points Additional Languages Magic-based Saving Throws Reaction  Throws Petrify/Paralyze AC HP Wounds  To Next Level  Throws Normal Death Nopeath Spells  Combat Matrix  AC 9 8 7 6 5 4 3 2 1 0 -1  Ioring Combat To Hit  Skills & Powers (Thief skills, Cleric's turning, Spells, etc.)  Passure At Home Esewhere PP PP Age Height

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Misc.		Belt
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