

Labyrinth Lord

Character Record Sheet

Character Name _____ Player Name _____

Class _____ Alignment _____ Level _____

Abilities

<input type="checkbox"/>	STR	<input type="checkbox"/>	Hit, Damage, Open Doors
<input type="checkbox"/>	DEX	<input type="checkbox"/>	AC, Missile, Initiative
<input type="checkbox"/>	CON	<input type="checkbox"/>	Hit Points
<input type="checkbox"/>	INT	<input type="checkbox"/>	Additional Languages
<input type="checkbox"/>	WIS	<input type="checkbox"/>	Magic-based Saving Throws
<input type="checkbox"/>	CHA	<input type="checkbox"/>	Reaction

Character Sketch

Experience Points

To Next Level _____

Saving Throws

<input type="checkbox"/>	Dragon Breath	<input type="checkbox"/>	Petrify/Paralyze
<input type="checkbox"/>	Poison/Death	<input type="checkbox"/>	Wands
<input type="checkbox"/>		<input type="checkbox"/>	Spells

AC

HP

Wounds

Movement

<input type="checkbox"/>	Exploring	<input type="checkbox"/>	Combat
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Combat Matrix

AC	9	8	7	6	5	4	3	2	1	0	-1	-2
To Hit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Skills & Powers (Thief skills, Cleric's turning, Spells, etc.)

Treasure

Carried	At Home	Elsewhere
PP _____	PP _____	PP _____
GP _____	GP _____	GP _____
EP _____	EP _____	EP _____
SP _____	SP _____	SP _____
CP _____	CP _____	CP _____

Additional Names & Titles

Misc.

Race	_____
Age	_____
Height	_____
Weight	_____
Hair	_____
Eyes	_____

