



Labyrinth Lord™ OEC Character Record Sheet

Character's Name _____		Alignment _____	Character Sketch or Symbol
Class _____	Level _____	Race _____	
		Age _____	
		Gender _____	
Armor Class	Hit Points		

<p>ABILITIES:</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 20px; text-align: center;"><input type="checkbox"/></td> <td>STRENGTH</td> <td>_____</td> <td>Adjustment _____</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>INTELLIGENCE</td> <td>_____</td> <td>Additional Languages _____</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>WISDOM</td> <td>_____</td> <td>Adjustment _____</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>DEXTERITY</td> <td>_____</td> <td>Missile To-Hit _____</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>CONSTITUTION</td> <td>_____</td> <td>HP Bonus/Shock _____</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>CHARISMA</td> <td>_____</td> <td>Reaction adj./Morale _____</td> </tr> </table>	<input type="checkbox"/>	STRENGTH	_____	Adjustment _____	<input type="checkbox"/>	INTELLIGENCE	_____	Additional Languages _____	<input type="checkbox"/>	WISDOM	_____	Adjustment _____	<input type="checkbox"/>	DEXTERITY	_____	Missile To-Hit _____	<input type="checkbox"/>	CONSTITUTION	_____	HP Bonus/Shock _____	<input type="checkbox"/>	CHARISMA	_____	Reaction adj./Morale _____	<p>SAVING THROWS:</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 20px; text-align: center;"><input type="checkbox"/></td> <td>BREATH ATTACKS</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>POISON OR DEATH</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>PETRIFY or PARALYZE</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>WANDS</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td> <td>SPELLS or SPELL-LIKE DEVICES</td> </tr> </table>	<input type="checkbox"/>	BREATH ATTACKS	<input type="checkbox"/>	POISON OR DEATH	<input type="checkbox"/>	PETRIFY or PARALYZE	<input type="checkbox"/>	WANDS	<input type="checkbox"/>	SPELLS or SPELL-LIKE DEVICES
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ENCUMBRANCE: _____ MOVE RATE: _____

LANGUAGES: _____

SPECIAL SKILLS: Spells, Cleric's turning, Racial Abilities, etc.

	Target AC:	9	8	7	6	5	4	3	2	1	0
Hit Roll Needed		<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"/>

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EQUIPMENT CARRIED	
MAGIC ITEMS	NORMAL ITEMS
OTHER NOTES including places explored, people & monsters met	
<p style="text-align: center;">MONEY and TREASURE</p> <p>PP: _____</p> <p>GP: _____</p> <p>EP: _____</p> <p>SP: _____</p> <p>CP: _____</p> <p>TOTAL VALUE: _____</p>	<p style="text-align: center;">EXPERIENCE</p> <p style="text-align: center;">GEMS/JEWELS: _____</p> <p>BONUS/PENALTY: _____</p> <p>Needed for next level: _____</p>