Characters

A pair of characters for Daumantas' Labyrinth Lord game.

Mike's Character

Name: Lifindil Farwalker
Class: Cleric
Deity: Fharlanghn
Alignment: Neutral
Race: Half-Elf
Sex: Male
Age: 544

Attributes

- Str 13 (+1 to Hit, Damage and Forcing Doors)
- Dex 15 (AC mod -1 MAM +1, OIM +1)
- Con 14 (HP mod per hit die +1)
- Int 5 (Unable to read or write)
- Wis 16 (+2 to save, +2 First and Second Level spells, +10% EXP)
- Cha 13 (-1 Reaction, 5 Retainers, 8 Morale)

HP: 5/5
AC: 4

Secondary Skill: Huntsman

Saving Throws

Save Type	Save Value
Breath Attacks	16
Poison or Death	11
Petrify or Paralyze	14
Wands	12
Spells/Spell-like Devices	15

Spells Memorized

- Command
- Detect Evil
- Protection from Evil

Stuff

- Scale Mail
- Shield
- Mace
- Backpack
- Holy Symbol, Wooden
- 4 Days Rations, preserved
- Waterskin
- 8 Torches
- Flint and Steel
- Bottle of Mead
- 5 GP
- 5 SP
- 300 CP

Charles' Character



Name: Phantasmo the Exalted
Class: Magic User
Alignment: Neutral
Race: Human
Sex: Male
Age: 35

Attributes

- Str 10
- Dex 14 (AC mod -1 MAM +1, OIM +1)
- Con 15 (HP mod per hit die +1)
- Int 17 (Able to read and write, +2 languages , 85% spell learning chance, 7 min spells/level, unlimited max spells/level, +10% EXP)
- Wis 10
- Cha 9 (4 retainers, retainer morale 7)

HP: 3/3
AC: 9

Secondary Skill: Farming

Saving Throws

Save Type	Save Value
Breath Attacks	16
Poison or Death	13
Petrify or Paralyze	13
Wands	13
Spells/Spell-like Devices	14

Spells

Known

Level 1 spells: Sleep, charm person, read magic

Level 2 spells: Rope trick

Memorized

Level 1 spells: Sleep

Stuff

- 20 darts
- Spellbook
- Backpack
- Flint and steel
- Ink
- 12 iron spikes
- Torches (8)
- Hammer
- Chain (10 ft.)
- Bedroll
- Silk rope
- Waterskin
- 10 days trail rations
- 5 sheets parchment
- Small steel mirror
- Lantern
- 3 pints of oil
- 2 scroll cases
- 2 sheets paper
- Sack (for carrying various dungeoneering gear)
- 71 gp

Retainers

Name	Type	Race	HP	Sex	Weapon	Armor	Alignment	Background	Possessions & Knowledge	Notable Features
Rhoca	Man-at-Arms	Human	2	F	Longsword, Dagger	Chainmail & Shield	Neutral	Crofter	Nothing	None
Vog	Man-at-Arms	Human	5	M	Light Crossbow, Dagger	Chainmail & Shield	Neutral	Failed Temple Acolyte	Fine fighting axe (+1 to Hit)	None
Sundarr	Man-at-Arms	Human	3	M	Spear, Dagger	Leather & Shield	Chaos	Vendetta: Kill all Orcs!	History of local elven kingdom	None

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