

LAMENTATIONS

of the

FLAME PRINCESS

WEIRD FANTASY ROLE-PLAYING

Name: _____ Player: _____

_____	_____	_____
Class	Level	Alignment
_____	_____	_____
Age	Sex	Current XP
		XP for next Level

ABILITY SCORES

MODIFIERS

Charisma Retainer Recruitment, Loyalty

Constitution Hit Points, Daily Travel Distance

Dexterity AC, Ranged AB, Initiative

Intelligence Saves vs Magic Effects, Languages

Strength Mêlée AB, Open Doors

Wisdom Saves vs Non-Magic Effects

SAVING THROWS

Paralyze <input type="checkbox"/>	Poison <input type="checkbox"/>	Breath Weapon <input type="checkbox"/>	Magical Device <input type="checkbox"/>	Magic <input type="checkbox"/>
Mobility Hazards (Petrification, Hold, Etc.)	Instant Death/KO Situations	Area Effects	Spell-Like Effects from Items	Spells or Innate Abilities

ATTACK BONUS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Surprise Chance <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Max HP <input type="checkbox"/>
Base AB	Mêlée AB	Ranged AB		Current HP <input type="checkbox"/>

ARMOR CLASS

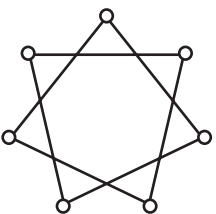
<input type="checkbox"/>	<input type="checkbox"/>
Mêlée	Ranged
<input type="checkbox"/>	<input type="checkbox"/>
Without Shield	Surprised

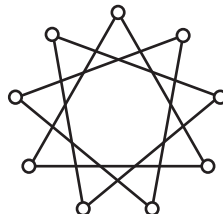
COMBAT OPTIONS

- Standard Attack
AB+0, AC+0
- Parry
○ AC+2 / ○ AC+4
- Press
AB+2, AC-4
- Defensive
AB-4, AC+2

COMMON ACTIVITIES

Architecture <input type="checkbox"/>	Bushcraft <input type="checkbox"/>	Climbing <input type="checkbox"/>	Languages <input type="checkbox"/>
Open Doors <input type="checkbox"/>	Search <input type="checkbox"/>	Sleight of Hand <input type="checkbox"/>	Sneak Attack <input type="checkbox"/>
	Stealth <input type="checkbox"/>	Tinkering <input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CAST CLERIC SPELL 

CAST MAGIC USER SPELL 

WEAPONS

Name	AB	Damage	Range		
			S	M	L

RETAINERS

Name	Position	Class/Level	HP	Wage	Share

MONEY	GEMS
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LANGUAGES	
KNOWN	NOT KNOWN

EQUIPMENT		
	1	+1 Enc
	2	
	3	
	4	
	5	
	6	+1 Enc
	7	
	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

ENCUMBRANCE					
<input type="checkbox"/> Character is wearing Chain Armor <input type="checkbox"/> Character is wearing Plate Armor <input type="checkbox"/> Character is carrying 6 or more different items overall <input type="checkbox"/> Character is carrying 11 or more different items overall <input type="checkbox"/> Character is carrying 16 or more different items overall <input type="checkbox"/> Character is carrying 21 or more different items overall <input type="checkbox"/> Character is carrying oversized items					
Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly Encumbered	90'	30'	90'	18 miles
3	Heavily Encumbered	60'	20'	60	12 miles
4	Severely Encumbered	30'	10'	30	6 miles
5	Overencumbered	0	0	0	0

NON-ENCUMBERING EQUIPMENT	

PROPERTIES		
Name	Location	Value
Library Value	Laboratory Value	

INVESTMENTS		
Name	Type	Value