

# LAMENTATIONS

*of the*

# FLAME PRINCESS

WEIRD FANTASY ROLE-PLAYING

Name: \_\_\_\_\_ Player: \_\_\_\_\_

|                      |                      |                      |
|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Class                | Level                | Alignment            |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Age                  | Sex                  | Current XP           |
|                      |                      | XP for next Level    |

### MODIFIERS

**ABILITY SCORES**

Charisma   Retainer Recruitment, Loyalty

Constitution   Hit Points, Daily Travel Distance

Dexterity   AC, Ranged AB, Initiative

Intelligence   Saves vs MU Spells, Languages

Strength   Melee AB, Open Doors

Wisdom   Saves vs Cleric Spells

### SAVING THROWS

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

### ATTACK BONUS

|                      |                      |                      |   |                      |
|----------------------|----------------------|----------------------|---|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | Surprise Chance                             | Max HP               |
| Base AB              | Melee AB             | Ranged AB            | <input type="text"/>                        | <input type="text"/> |
|                      |                      |                      | <input type="radio"/> <input type="radio"/> | Current HP           |

### ARMOR CLASS

|                      |                      |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |
| Melee                | Ranged               |
| <input type="text"/> | <input type="text"/> |
| 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

|                      |                         |                         |                      |
|----------------------|-------------------------|-------------------------|----------------------|
| Climbing             | Detect New Construction | Detect Shifting Passage | Find Traps           |
| <input type="text"/> | <input type="text"/>    | <input type="text"/>    | <input type="text"/> |
| Find Stonework Traps | Foraging & Hunting      | Languages               | Open Doors           |
| <input type="text"/> | <input type="text"/>    | <input type="text"/>    | <input type="text"/> |
| Searching            | Secret Doors            | Sleight of Hand         | Sneak Attack         |
| <input type="text"/> | <input type="text"/>    | <input type="text"/>    | <input type="text"/> |
| Stealth              | Stealth Indoor          | Stealth Outdoor         | Tinkering            |
| <input type="text"/> | <input type="text"/>    | <input type="text"/>    | <input type="text"/> |

CAST CLERIC SPELLS

CAST MAGIC USER SPELLS

### WEAPONS

| Name | AB | Damage | Range |   |   |
|------|----|--------|-------|---|---|
|      |    |        | S     | M | L |
|      |    |        |       |   |   |
|      |    |        |       |   |   |
|      |    |        |       |   |   |
|      |    |        |       |   |   |

### RETAINERS

| Name | Position | Class/Level | HP | Wage | Share |
|------|----------|-------------|----|------|-------|
|      |          |             |    |      |       |
|      |          |             |    |      |       |
|      |          |             |    |      |       |
|      |          |             |    |      |       |

|       |      |
|-------|------|
| MONEY | GEMS |
|-------|------|

| 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 |        |
|           | 27 |        |
|           | 28 |        |
|           | 29 |        |
|           | 30 |        |
|           | 31 |        |

| ENCUMBRANCE  |                     |                     |                     |                      |          |
|--|---------------------|---------------------|---------------------|----------------------|----------|
| <input type="checkbox"/> Character is wearing <b>Chain Armor</b><br><input type="checkbox"/> Character is wearing <b>Plate Armor</b><br><input type="checkbox"/> Character is carrying <b>6</b> or more different items overall<br><input type="checkbox"/> Character is carrying <b>11</b> or more different items overall<br><input type="checkbox"/> Character is carrying <b>16</b> or more different items overall<br><input type="checkbox"/> Character is carrying <b>21</b> or more different items overall<br><input type="checkbox"/> Character is carrying <b>oversized items</b> |                     |                     |                     |                      |          |
| Points   | Encumbrance         | Explore<br>Per Turn | Combat<br>Per Round | Running<br>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 |
|             |      |       |