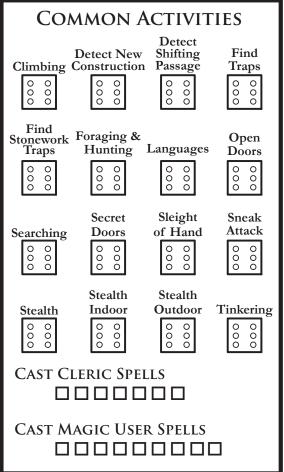
LAMENTATIONS of the FLAME PRINCESS

		MODIFIERS
'	Charisma	Retainer Recruitment, Loyalty
	onstitution	Hit Points, Daily Travel Distance
SCOR	Dexterity	AC, Ranged AB, Initiative
ABILITY SCORES	ntelligence	Saves vs MU Spells, Languages
V	Strength	Melee AB, Open Doors
	Wisdom	Saves vs Cleric Spells



Name:	Player:
Class	Level Alignment Sex Current XP XP for next Level
Paralyze Mobility Hazards	SAVING THROWS Poison Breath Weapon Device Magical Device Magic Magic Magic Magic Magic Figure 1 Spell-Like Spells or Innate
\Diamond	Situations Effects From Items Abilities Max HP Melee AB Ranged AB Current HP
ARMO Melee Withou Shield	O Press AB+2, AC-4 O Defensive AB-4, AC+2
Name	WEAPONS AB Damage Range
	S M L

Weapons					
Name	AB	Damage	s	Range M	L

Retainers					
Name	Position	Class/Level	HP	Wage	Share

MONEY	GE/	EMS LANGUAGES	
	GEMO		Known Not Known
EQUIPMENT	Τ		
LOGITMENT	1		
	1		
	2		
	3		
	4		ENCUMBRANCE
	5		O Character is wearing Chain Armor
	6	+1	OO Character is wearing Plate Armor O Character is carrying 6 or more different items overall
	7	1 E	O Character is carrying 11 or more different items overall
	+	Enc	O Character is carrying 21 or more different items overall
	8		OOOO Character is carrying oversized items Points Encumbrance Explore Combat Running Per Day
	9		PointsEncumbranceExplore Per TurnCombat Per RoundRunning Per RoundPer Day
	10		0-1 Unencumbered 120' 40' 120' 24 miles 2 Lightly Encumbered 90' 30' 90' 18 miles
	11	+1 Enc	2 Lightly Encumbered 90' 30' 90' 18 miles 3 Heavily Encumbered 60' 20' 60 12 miles
	12		4 Severely Encumbered 30' 10' 30 6 miles
	13	ဂ	5 Overencumbered 0 0 0 0
	14		Non-Encumbering Equipment
	15		
	16	+ 1	
	17	Enc	
	18		
	19		
	20		
	21	+1	PROPERTIES
	22	Enc	Name Location Value
	23	ဂ	
	24		
	25		
	26		Library Value Laboratory Value
	27		INDECTACATE
	28		INVESTMENTS Name Type Value
	29		- the state of the
	30		
	31		