# Lamentations
## of the
# Flame Princess
### Weird Fantasy Role-Playing

Name: _____  Player: _____

| | | |
|---|---|---|
| Class | Level | Alignment |

| | | | |
|---|---|---|---|
| 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 Magic Effects, Languages

**Strength** ☐ ◯ Mêlée AB, Open Doors

**Wisdom** ☐ ◯ Saves vs Non-Magic Effects

## Common Activities

**Architecture** ⚅
**Bushcraft** ⚅
**Climbing** ⚅
**Languages** ⚅

**Open Doors** ⚅
**Search** ⚅
**Sleight of Hand** ⚅
**Sneak Attack** ⚅

**Stealth** ⚅
**Tinkering** ⚅

⚅ ⚅ ⚅ ⚅

### Cast Cleric Spell
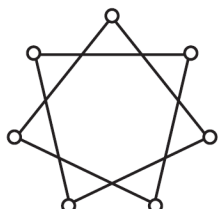
### Cast Magic User Spell
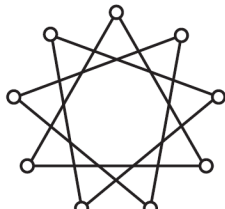
## Saving Throws

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

## Attack Bonus

| Base AB | Mêlée AB | Ranged AB | Surprise Chance | Max HP |
|---|---|---|---|---|
| ◇ | ◇ | ◇ | ⚅ | ☐ |
| | | | | Current HP ☐ |

## Armor Class

| Mêlée | Ranged |
|---|---|
| ☐ | ☐ |
| 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

## Weapons

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

## Retainers

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

## Money / Gems

| Money | Gems |
|---|---|
| | |

## Equipment

| Equipment | # | |
|---|---|---|
| | 1 | |
| | 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 | |

## Languages

| Known | Not Known |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

## Encumbrance

- O  Character is wearing **Chain Armor**
- OO  Character is wearing **Plate Armor**
- O  Character is carrying **6** or more different items overall
- O  Character is carrying **11** or more different items overall
- O  Character is carrying **16** or more different items overall
- O  Character is carrying **21** or more different items overall
- OOOO  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 |
|---|---|---|
| | | |