

Lamentations of the Flame Princess

WEIRD FANTASY ROLE-PLAYING

Alignment doesn't determine how you act, only how some things in the game will affect you. Clerics are Lawful, Magic-Users and Elves are Chaotic, but everyone else can choose, or be Neutral.

Roll 3d6 for each Ability Score starting from the top, these are your basic attributes. Some score ranges will give you a modifier that affects other things you do. For example, a Strength of 17 gives you +2 to your Attack Bonus and checks to force open stuck doors, while a Charisma of 8 means you will take a -1 penalty when trying to hire retainers, or when making loyalty checks for them in dangerous situations.

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
Loyalty, Retainer Recruitment

CONSTITUTION
Hit Points, Daily Travel Distance

DEXTERITY
AC, Ranged AB, Initiative

INTELLIGENCE
Saves vs Magic, Languages

STRENGTH
Melee AB, Open Doors

WISDOM
Saves vs Non-Magic

Age / Sex

Current XP

Next Level

MAXIMUM HP

CURRENT HP

Roll your Hit Points based on your class and note them above. When you start dying note it to the right.

Firearms in Armor Piercing range ignore up to 5 points of armor. So if your normal AC was 15 due to wearing Leather armor and a +1 Dexterity bonus, against Firearms your AC is 13 (12 unarmored +1 Dexterity bonus).

ARMOR CLASS

Firearms

Melee

Ranged

Without Shield

Surprised

Without Shield

When surprised you lose any Dexterity bonus and suffer a -2 penalty to AC.

Attack Bonus

MELEE

RANGED

BASE

WEAPONS

Range

Firearms

VS MAGIC

VS NON-MAGIC

SAVING THROWS

PARALYZE
Mobility Hazards (Petrification, Hold, etc.)

POISON
Instant Death/ KO Situations

BREATH WEAPON
Area Effects

MAGICAL DEVICE
Spell-Like Effects from Items

MAGIC
Spells or Innate Abilities

If your Referee asks you to make a Saving Throw, something bad is about to happen and you'd better hope like hell that you make the save, which means rolling equal or higher than your number.

Your Saving Throws are determined by your class and level, and some Ability Scores give you a modifier which should be noted below.

Skills are used when success for certain activities isn't certain. Most characters succeed by rolling a 1 on a d6, but Specialists are able to increase their chances.

Architecture

Bushcraft

Climbing

Languages

Search

Sleight of Hand

Sneak Attack

Stealth

Tinkering

COMBAT OPTIONS

Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round

Parry
(no action this round)
O AC +2 / O AC +4

Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4

Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

These are things you can do other than a normal attack. Most characters get +2 AC if they Parry, but Fighters, Dwarfs, and Elves get +4 AC, and can use Press and Defensive. Fill in any dots that apply to your character.

Ranged Weapons suffer different penalties to hit at Medium and Long range. RoF = Rate of Fire, the number of Rounds needed to reload firearms.

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	Shots

There's a lot of stuff about combat on this page, BUT THAT DOESN'T MEAN THE GAME IS ONLY ABOUT FIGHTING THINGS. These are just the details you will need to reference at a moment's notice. Go out and meet people, discover things, fall in love, start a blasphemous cult.

Below AP note if the firearm pierces armor at short range or all ranges. Record how many shots you have left.

List the things you are carrying in your pack here. After the first 5 items you start to gain Encumbrance Points, as shown by the “+1 Enc” next to 6, 11, 16, 21, and 26. The movement penalties for being encumbered are shown in the chart to the right. Most items take up a whole slot, but bundles of smaller items like spikes or arrows count as a single item. Very small items like jewelry don’t count and should be listed under ‘Non-Encumbering’ to the right. Oversized items like two-handed weapons and 10’ poles add +1 Encumbrance per item, and should be listed under ‘Oversized’ to the right.

EQUIPMENT


I	
2	
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6	+1 Enc
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11	+1 Enc
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16	+1 Enc
17	
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19	
20	
21	+1 Enc
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26	+1 Enc
27	
28	
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30	

When you encounter a new language make a Languages check using the skill on the other side of the page to see if you understand it, and note the language in one of these columns depending on the result.

LANGUAGES

The diagram illustrates a two-column layout, likely representing a knowledge base or a data structure. It consists of two vertical rectangular panels, each with a double-line border. The left panel is labeled "Known" at the top center, and the right panel is labeled "Unknown" at the top center. Both panels are currently empty, suggesting they are placeholders for information or data.

CURRENT ENCUMBRANCE:



Chain/Pikeman's Armor: +1 Encumbrance
Plate/Full Armor: +2 Encumbrance

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

OVERSIZED (+I Enc Each)

NON-ENCUMBERING

MONEY

GP:

SP:

CP:

GEMS:

[illegible]

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$$I_{gp} = \tau_{osp} = \tau_{ocp}$$

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Class / Level

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Saves vs Magic, Languages

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Melee AB, Open Doors

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Current XP

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MAXIMUM HP

CURRENT HP

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Firearms

Melee

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Without Shield

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WEAPONS

MELEE

RANGED

BASE

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PARALYZE

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POISON

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BREATH WEAPON

Area Effects

MAGICAL DEVICE

Spell-Like Effects from Items

MAGIC

Spells or Innate Abilities

VS MAGIC

VS NON-MAGIC

COMBAT OPTIONS

☐ Aim

(no action this round, no Dex bonus to AC)

Ranged AB +4 next round

☐ Parry

(no action this round)

☐ AC +2 / ☐ AC +4

☐ Press

(Fighters/Dwarfs/Elves)

AB +2, AC -4

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(Fighters/Dwarfs/Elves)

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COMBAT TABLE

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EXPERIENCED NERDS SHOULD TURN OFF THIS GREEN INTRODUCTION LAYER BEFORE PRINTING

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