

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="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<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	Max HP
Base AB	Melee AB	Ranged AB	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	Current HP

ARMOR CLASS

<input type="checkbox"/>	<input type="checkbox"/>
Melee	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

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

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
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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	

LANGUAGES	
KNOWN	NOT KNOWN

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