# LAMENTATIONS of the FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING

Name: Wilhelm Soldner Player: _____

| Class | Level | Alignment |
|---|---|---|
| Fighter | 1 | Lawful |

| Age | Sex | Current XP | XP for next Level |
|---|---|---|---|
| 23 | M | | |

## ABILITY SCORES

### MODIFIERS

| | | |
|---|---|---|
| Charisma | 15 | 1 — Retainer Recruitment, Loyalty |
| Constitution | 15 | 1 — Hit Points, Daily Travel Distance |
| Dexterity | 14 | 1 — AC, Ranged AB, Initiative |
| Intelligence | 10 | 0 — Saves vs Magic Effects, Languages |
| Strength | 7 | -1 — Mêlée AB, Open Doors |
| Wisdom | 14 | 1 — Saves vs Non-Magic Effects |

## SAVING THROWS

| Paralyze | Poison | Breath Weapon | Magical Device | Magic |
|---|---|---|---|---|
| 14 | 12 | 15 | 16 | 13 |
| 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 |
|---|---|---|
| 2 | 1 | 3 |

Surprise Chance: ● ●

Max HP: 8

Current HP: 8

## ARMOR CLASS

| Mêlée | Ranged | Without Shield | Surprised |
|---|---|---|---|
| 16 | 17 | 15 | 12 |

## 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

| | | | |
|---|---|---|---|
| Architecture ● | Bushcraft ● | Climbing ● | Languages ● |
| Open Doors ● | Search ● | Sleight of Hand ● | Sneak Attack ● |
| Stealth ● | Tinkering ● | | |
| ○ | ○ | ○ | ○ |

CAST CLERIC SPELL

CAST MAGIC USER SPELL

## WEAPONS

| Name | AB | Damage | Range S | Range M | Range L |
|---|---|---|---|---|---|
| Rock | | 1d2 | 10' | 20' | 30' |
| Rock | | 1d2 | 10' | 20' | 30' |
| Rock | | 1d2 | 10' | 20' | 30' |
| Sling | | 1d4 | 50' | 300' | 450' |
| | | | | | |

## RETAINERS

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

| MONEY | GEMS |
|---|---|
| 37.00 sp | 0 |

## EQUIPMENT

| | | |
|---|---|---|
| Wooden shield | 1 | |
| Rock | 2 | |
| Rock | 3 | |
| Rock | 4 | |
| Sling | 5 | |
| Rations, standard/day | 6 | +1 Enc |
| Rations, standard/day | 7 | |
| Drink, cheap | 8 | |
| Drink, cheap | 9 | |
| Tinderbox | 10 | |
| Book, blank | 11 | +1 Enc |
| Instrument | 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**
● Character is carrying **6** or more different items overall
● 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

| | |
|---|---|
| Leather armour<br>26x Sling bullet<br>Backpack<br>Dart<br>2x Candle<br>Chalk<br>Clothing, normal<br>Whistle | Sack |

## PROPERTIES

| Name | Location | Value |
|---|---|---|
| | | |

Library Value Laboratory Value

## INVESTMENTS

| Name | Type | Value |
|---|---|---|
| | | |