

LAMENTATIONS *of the* FLAME PRINCESS

WEIRD FANTASY ROLE-PLAYING

Name: Marian Trebenbrook Player: _____

Fighter	1	
Class	Level	Alignment
Age	Sex	Current XP
		XP for next Level

MODIFIERS

ABILITY SCORES

Charisma 11 0 Retainer Recruitment, Loyalty

Constitution 17 2 Hit Points, Daily Travel Distance

Dexterity 15 1 AC, Ranged AB, Initiative

Intelligence 9 0 Saves vs Magic Effects, Languages

Strength 9 0 Mêlée AB, Open Doors

Wisdom 15 1 Saves vs Non-Magic Effects

SAVING THROWS

Paralyze 14	Poison 12	Breath Weapon 15	Magical Device 16	Magic 13
Mobility Hazards (Petrification, Hold, Etc.)	Instant Death/KO Situations	Area Effects	Spell-Like Effects from Items	Spells or Innate Abilities

ATTACK BONUS

2	2	3	Surprise Chance ●● ○○	Max HP 8
Base AB	Mêlée AB	Ranged AB		Current HP 8

ARMOR CLASS

15	15
Mêlée	Ranged
15	12
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

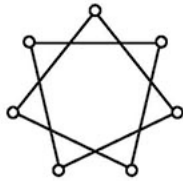
COMMON ACTIVITIES

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

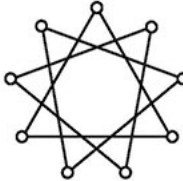
WEAPONS

Name	AB	Damage	Range		
			S	M	L
Rapier		1d8			

CAST CLERIC SPELL



CAST MAGIC USER SPELL



RETAINERS

Name	Position	Class/Level	HP	Wage	Share

MONEY	GEMS
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LANGUAGES	
KNOWN	NOT KNOWN

EQUIPMENT		
Rapier	1	+1 Enc
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	+1 Enc
	10	
	11	
	12	
	13	+1 Enc
	14	
	15	
	16	
	17	+1 Enc
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	+1 Enc
	26	
	27	
	28	
	29	
	30	

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	
Leather armour	

PROPERTIES		
Name	Location	Value
Library Value	Laboratory Value	

INVESTMENTS		
Name	Type	Value

