

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="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Mobility Hazards (Petrification, Hold, Etc.)	Instant Death/KO Situations	Area Effects	Spell-Like Effects from Items	Spells or Innate Abilities

ATTACK BONUS

<input type="text"/>	<input type="text"/>	<input type="text"/>	Surprise Chance	Max HP
Base AB	Melee AB	Ranged AB	<input type="text"/>	<input type="text"/>
			<input type="radio"/> <input type="radio"/>	Current HP

ARMOR CLASS

<input type="text"/>	<input type="text"/>
Melee	Ranged
<input type="text"/>	<input type="text"/>
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="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Find Stonework Traps	Foraging & Hunting	Languages	Open Doors
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Searching	Secret Doors	Sleight of Hand	Sneak Attack
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Stealth	Stealth Indoor	Stealth Outdoor	Tinkering
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CAST CLERIC SPELLS

CAST MAGIC USER SPELLS

WEAPONS

Name	AB	Damage	Range		
			S	M	L

RETAINERS

Name	Position	Class/Level	HP	Wage	Share

