

Lamentations of the Flame Princess

WEIRD FANTASY ROLE-PLAYING

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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.

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

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

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.

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.

Record how many shots you have left.

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** _____

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

VS MAGIC

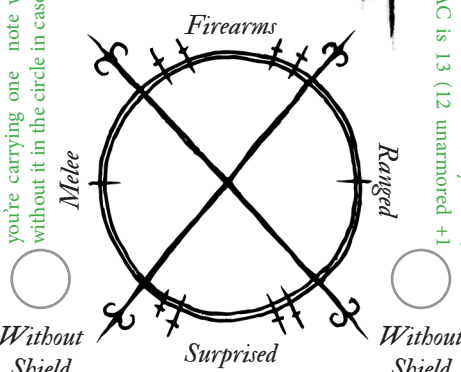
VS NON-MAGIC

Shields grant +1 Melee AC and +2 Ranged AC. If you're carrying one note what your AC would be without it in the circle in case you drop it.

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

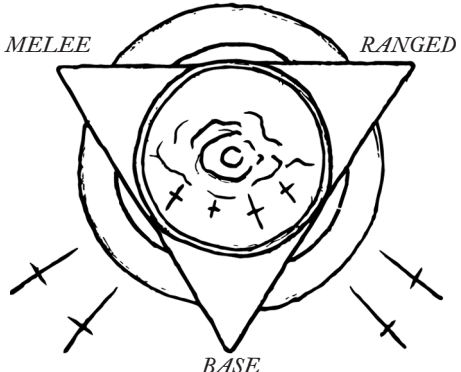
Firearms in Armor Piercing range ignore up to 5 points of armor. So if your normal AC was 15 due to wearing Leather armor and a +1 Dexterity bonus, against Firearms your AC is 13 (12 unarmored +1 Dexterity bonus).

ARMOR CLASS



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

ATTACK BONUS



WEAPONS

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

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

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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.

EQUIPMENT

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.

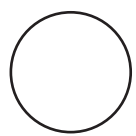
1	
2	
3	
4	
5	
6	+1 Enc
7	
8	
9	
10	
11	+1 Enc
12	
13	
14	
15	
16	+1 Enc
17	
18	
19	
20	
21	+1 Enc
22	
23	
24	
25	
26	+1 Enc
27	
28	
29	
30	

LANGUAGES

Known

Unknown

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 (+1 Enc Each)

NON-ENCUMBERING

MONEY

GP:

SP:

CP:

GEMS:

1gp = 50sp = 500cp

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Saves vs Non-Magic

Class / Level

Age / Sex Current XP Next Level

MAXIMUM HP **CURRENT HP**

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Firearms
Melee
Ranged

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Architecture Bushcraft Climbing

Languages Search Sleight of Hand

Sneak Attack Stealth Tinkering

Without Shield **Surprised** **Without Shield**

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

ATTACK BONUS

MELEE RANGED

WEAPONS

BASE

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

Defensive
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