

Name: _____
Class & Level: _____

Lamentations of the Flame Princess

Alignment: _____
Sex: _____ Age: _____

ABILITY SCORES

Charisma Retainers, Loyalty	<input type="text"/>	<input type="text"/>
Constitution Hit Points, Traveling	<input type="text"/>	<input type="text"/>
Dexterity AC, Ranged AB, Initiative	<input type="text"/>	<input type="text"/>
Intelligence Saves vs Magic, Languages	<input type="text"/>	<input type="text"/>
Strength Melee AB and Damage	<input type="text"/>	<input type="text"/>
Wisdom Saves vs Non-Magic	<input type="text"/>	<input type="text"/>

ADVENTURING SKILLS

<input type="text"/> Acrobatics	<input type="text"/> Search
<input type="text"/> Architecture	<input type="text"/> Sneak Attack
<input type="text"/> Bushcraft	<input type="text"/> Stealth
<input type="text"/> Bluff	<input type="text"/> Trickery
<input type="text"/> Evaluate	<input type="text"/> Tinkering
<input type="text"/> ...	<input type="text"/> ...

ATTACK BONUS

<input type="text"/>	<input type="text"/>	<input type="text"/>
Base AB	Melee AB	Ranged AB

WEAPONS

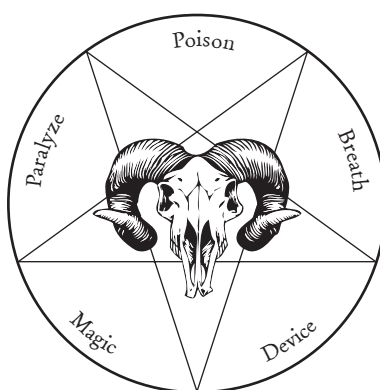
Name	AB	Damage	Range/Notes

Unarmed: as minor weapons, 1d2 damage.

HIT POINTS

Maximum Current

SAVING THROWS



_____ Save vs. Non-Magic
_____ Save vs. Magic

ARMOR CLASS

<input type="text"/>	<input type="text"/>
Melee	Ranged

Chance of Surprise

Roll above or you get no shield bonus, no modifier and a -2 penalty to your AC!

LANGUAGES

Known _____ Unknown _____

TREASURE

Coins _____ Gems _____

MOBILITY & SPEED

<input type="text"/>	<input type="text"/>	<input type="text"/>
Encumbrance	Exploring	Combat

EQUIPMENT

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____ ◇
7	_____
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11	_____ ◇
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22	_____
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25	_____
26	_____ ◇
27	_____
28	_____
29	_____
30	_____

OVERSIZED ITEMS

1	_____ ◇
2	_____ ◇
3	_____ ◇
4	_____ ◇

Chain Armor ◇ Plate Armor ◇ ◇

Current
Exp. points

Lamentations of the Flame Princess

Needed
for next level

ADVANCEMENTS

▽ **APOTHECARY.** Once per full rest you can stop a bleeding and/or heal an injured character with no less than zero hitpoints by 1d4 + level.

▽ **BRAWLER.** You get no penalties for fighting unarmed and treat your fists as a Strength based 1d4 blunt weapon.

▽ **BULWARK.** Your equipped shield no longer counts as an oversized item.

▽ **CLEAVE.** When you kill an enemy in melee combat with a sharp weapon you get a single free attack against another opponent within range.

▽ **COLD EMBRACE.** Ignore the first time your character dies. You choose when and how your character comes back to life but he will now have a Charisma score of 3, half his hitpoints, be of Chaotic Alignment, look and smell like a rotten corpse. Cleric characters can only cast reversed spells from this point on. All effects are permanent and irreversible.

▽ **DISPLACEMENT.** Once per full rest you can cast a spell that requires you to touch your target as if it had a reach of 30 feet.

▽ **DUELIST.** You get +4 to hit with your pistol in the first round of combat if your side won the initiative – if not you only get +2.

▽ **ESCAPE ARTIST.** You can use the Tinkering skill without using Thieves Tools.

▽ **MAXIMIZE.** Once per full rest you can maximize the damage or effects of a spell.

▽ **MYSTICISM.** You have gained the ability to read and cast scrolls but always cast them at the lowest possible level.

▽ **NERVES OF STEEL.** When you roll for surprise you may re-roll your first result.

▽ **POISE.** When you miss an opponent in combat you get +2 to hit that same opponent until the end of your next turn.

▽ **RESIDUAL MAGIC.** You gain an extra first level spell slot and a randomly determined spell from all the first level spells available to your class. When cast the spell will be replaced by a new randomly determined spell after a full rest.

▽ **RESILIENT.** Lower one of your Saving Throw values by a single point.

▽ **RESTLESS.** When you are no more than lightly encumbered raise all your movement values by 30 feet or 10 meters.

▽ **RIPOSTE.** If you get attacked in a round where you are Parrying you gain a free +2 instant attack on that opponent.

▽ **SAVANT.** Distribute three points freely among your skills, except for Sneak Attack.

▽ **STALWART.** Lower chain armor's encumbrance value to zero and plate's to one.

▽ **TORCHBEARER.** When you carry a torch for its full duration it will burn for 18 rounds.

▽ **VETERAN.** Raise one of your Ability Scores permanently by a single point.

FACES & PLACES

MOVEMENT PENALTIES

Current Total	Encumbrance Level	Exploring /Turn	Combat /Round	Running /Round	Running /Day
0-1	Unencumbered	120' / 40m	40' / 12m	120' / 40m	24 miles / 40km
2	Lightly Encumbered	90' / 30m	30' / 9m	90' / 30m	18 miles / 30km
3	Heavily Encumbered	60' / 20m	20' / 6m	60' / 20m	12 miles / 20km
4	Severely Encumbered	30' / 10m	10' / 3m	30' / 10m	6 miles / 10km
5	Overencumbered	0	0	0	0



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QUICK REFERENCE

COMBAT OPTIONS

- Standard Attack AB+0, AC+0.
- Parry: AC+2 (AC+4 fighters, dwarves, elves).
- Aiming: Ranged AB+4, uses entire round, no Dex modifier to (own) AC while aiming.
- Attacking (unaware) from behind: AB+2, target loses DEX- and shield modifier to AC.

FIGHTER, DWARF AND ELF ONLY

- Offensive Fighting: +2 to hit, AC-4.
- Defensive Fighting: -4 to hit, AC+2.

SPELL CASTING

- Magic Users must have both hands free (a staff or wand in hand is acceptable). Cannot cast spells if more than **lightly encumbered**.
- Elves need just one free hand. Cannot cast spells if more than **heavily encumbered**.
- Clerics must have their holy symbol in one hand for the entire Round.

CHANGE WEAPONS AND ATTACK

- Drop your current weapon and draw a new (assuming easy access). -2 penalty to hit.

HOLD ACTION

- Any action can be held until the end of the Round, and at the time the action is taken, it happens simultaneously, not before, other actions are taken.

OIL AND FIRE

- A target subjected to ignited oil will suffer 1d4 points of damage. If the damage roll is 4, then make a saving throw versus Breath Weapon or suffer another 1d4 damage on his next action. If that roll is a 4 as well, then the victim becomes engulfed in flames. When engulfed in fire the target suffers 1d8 damage per Round until he either dies, or the fire is put out.

SPECIALIST ONLY

- Must be **unencumbered** to use any of the class abilities involving movement or suffer a one point skill penalty per level of encumbrance. For every point allocated to Sneak Attack, the damage multiplier is increased by one. If a Specialist has any points in Sneak Attack, then he also gets a +2 bonus in addition to any other bonuses he already has when performing a Sneak Attack.

CHARGING

- Move full rate and do double damage, but suffer -2 AC penalty that Round. Characters with weapons that can receive a charge automatically strike first against an enemy closing into melee range and do double damage against the charging enemy.

LIGHT AND DARKNESS

- Torches and lanterns emit light in a 30' radius. Candles emit light in a 10' radius. Torches burn for 6 turns and candles will burn for 12. A lantern will burn for 24 turns using one full flask of oil.

EXAMPLES OF OVERSIZED ITEMS

- Shield, Lance, Polearm, Great Weapon, Long Bow, Heavy Crossbow, Barrel, Chest.

SPELLBOOK

FIRST LEVEL

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SECOND LEVEL

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THIRD LEVEL

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NINTH LEVEL

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◇ = Memorized spell

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