

Name: _____
Class & Level: _____
Current XP: _____

Lamentations of the Flame Princess

Alignment: _____
Sex: _____ Age: _____
Next Level: _____

ABILITY SCORES

Charisma

Retainers, Loyalty

Constitution

Hit Points, Travel Distance

Dexterity

AC, Ranged AB, Initiative

Intelligence

Saves vs Magic, Languages

Strength

Melee AB, Open Doors

Wisdom

Saves vs Non-Magic

ADVENTURING SKILLS

Architecture

Search

Bushcraft

Sleight of Hand

Climbing

Sneak Attack

Languages

Stealth

Open Doors

Tinkering

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ATTACK BONUS

Base AB

Melee AB

Ranged AB

WEAPONS

Name	AB	Damage	Range/Notes
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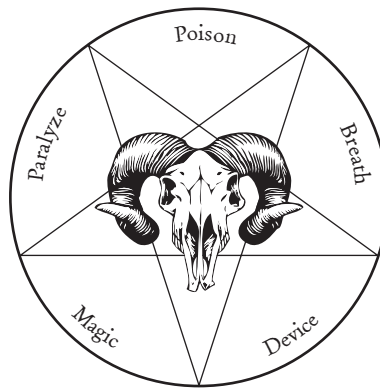
Unarmed: as minor weapons, 1d2 damage.

HIT POINTS

Maximum
Hit Points

Current
Hit Points

SAVING THROWS



_____ Save vs. Non-Magic

_____ Save vs. Magic

ARMOR CLASS

Melee AC

Ranged AC

No Shield

Surprised

Chance of Surprise

LANGUAGES

Known

Not Known

TREASURE

Coins

Gems

MOVEMENT

Encumbrance
Level

Exploring
Speed

Combat
Speed

EQUIPMENT

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____ ◇
7	_____
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10	_____
11	_____ ◇
12	_____
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16	_____ ◇
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26	_____ ◇
27	_____
28	_____
29	_____
30	_____

OVERSIZED ITEMS

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

Chain Armor ◇ Plate Armor ◇◇



Lamentations of the Flame Princess



QUICK REFERENCE

COMBAT OPTIONS

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

FIGHTER, DWARF AND ELF ONLY

- Offensive Fighting: AB+2, AC-4.
- Defensive Fighting: AB-4, 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 to hit above any other bonuses he already has when performing a Sneak Attack.

AIMING

- It takes full Round to aim. Not other actions. No Dexterity modifiers to his AC. On the following round +4 to hit when firing on action.

ATTACKING FROM BEHIND

- An unaware target attacked from behind loses all Dexterity and shield modifiers to AC and the enemy receives a further +2 bonus to hit.

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.

EXAMPLES OF OVERSIZED ITEMS

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

NOTE- & SPELLBOOK

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SECOND LEVEL

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SEVENTH LEVEL

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EIGHTH LEVEL

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NINTH LEVEL

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◇ = Memorized

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