

# LAMENTATIONS

*of the*

## FLAME PRINCESS

### • VEINS OF THE EARTH •

**NAME:** \_\_\_\_\_

**PLAYER:** \_\_\_\_\_

**Class:** \_\_\_\_\_

**Level:** \_\_\_\_\_

**XP:** \_\_\_\_\_

/

**Alignment:** \_\_\_\_\_

**Age:** \_\_\_\_\_

**Sex:** \_\_\_\_\_

### ABILITIES

**CON**



Hit Points,  
Daily Travel  
Distance

**Constitution**

**Modifier**

**STR**



Mêlée AB,  
Open Doors

**Strength**

**Modifier**

**DEX**



Armor Class,  
Ranged AB,  
Initiative

**Dexterity**

**Modifier**

**INT**



Saves vs  
Magic Effects,  
Languages

**Intelligence**

**Modifier**

**WIS**



Saves vs  
Non-Magic  
Effects

**Wisdom**

**Modifier**

**CHA**



Underling  
Recruitment,  
Loyalty

**Charisma**

**Modifier**

**LAMP**

**Currently Used STR**

### GEAR & ENCUMBRANCE Record each item of gear in the boxes

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

**Encumbrance Points**

*Draw a vertical line to the right of the box equal to each ability modifier. For each box to the right of these lines that contains an item you gain 1 Encumbrance Point.*

### CLIMBING

Prep: none

**1 in 6**

Prep: ≤ 1 min

**2 in 6**

Prep: ≤ 10 mins

**3 in 6**

Prep: ≤ 1 hour

**4 in 6**

Prep: > 1 hour

**5 in 6**

### MOVEMENT

ENC Pts	Encumbrance	Explore per Turn	Combat per Round	Climbing per Round	Veins Travel per Day
0-1	Unencumbered	120'	40'	6'	8 miles
2	Lightly Encumbered	90'	30'	3'	5 miles
3	Heavily Encumbered	60'	20'	2'	3 miles
4	Severely Encumbered	30'	10'	1'	1 mile
5	Overencumbered	0	0	0	0

### SAVING THROWS

**Paralyse**

Mobility Hazards

**Poison**

Instant Death/KO Situations

**Breath Weapon**

Area Effects

**Magical Device**

Spell-Like Effects from Items

**Magic**

Spells or Innate Abilities

### COMMON ACTIVITIES

Architecture

Climbing

Languages

Open Doors



Search

Slight of Hand

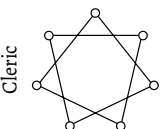
Sneak Attack

Stealth

Swimming

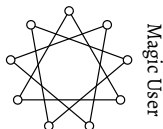
Tinkering





Cleric

CAST SPELLS



Magic User

### COMBAT

**Surprise**

**Initiative**

**Attack Bonus**

**Mêlée AB**

**Ranged AB**

### Combat Options

**Standard Attack**  
AB+0, AC+0

**Parry**  
○ AC+2 / ○ AC+4

**Press**  
AB+2, AC-4

**Defensive**  
AB-4, AC+2

**Surprised AC**

**Mêlée AC**

**Ranged AC**

**Max Hit Points**

**Current Hit Points**

### WEAPONS

**AB Damage Range (S/M/L)**

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**ATTACK**

**ARMOUR**

**INJURY**

