

Character Creation

1. Roll Ability Scores
 - a. Note Bonuses
 - b. Is the Character Suitable?
2. Choose a Character Class
 - a. Determine Hit Points
 - b. Record To-Hit Bonuses and Saving Throws
3. Select Alignment
4. Determine Starting Possessions
 - a. Roll Money
 - b. Buy Equipment
5. Choose a Name

ABILITY SCORE	MODIFIER	ATTAK BONUS		
3	-3			
4-5	-2	FIGHTER	OTHERS	AB
6-8	-1	0	0	+0
9-12	0	-	1+	+1
13-15	+1	1		+2
16-17	+2	2		+3
18	+3			

CLASS	MINIMUM HIT POINTS
Cleric	4
Fighter	8
Magic-User	3
Specialist	4
Dwarf	6
Elf	4
Halfling	4

ARMOR	ARMOR CLASS	NOTES
Buff Coat	+1	
Pikeman's Armor	14	
Tassets	+1	
Full Armor	18	
Helm, Lobster Tail Pot	+1	+2 to physical damage saving throws
Morion	+1	+1 to physical damage saving throws
Secrete	-	+1 to physical damage saving throws

ITEM	DMG	ITEM	DMG	SHORT	MEDIUM	LONG
Cestus	1d3	Blowgun	-	< 20'	< 50'	< 80'
Garrote	1d6	Bow, Long	1d6	< 50'	< 600'	< 900'
Lance	1d10	Bow, Short	1d6	< 50'	< 300'	< 450'
Mancatcher	-	Crossbow, Heavy	1d8	< 50'	< 200'	< 600'
Polearm	1d8	Crossbow, Light	1d6	< 50'	< 150'	< 400'
Rapier	1d8	Rock	1d2	< 10'	< 20'	< 30'
Spear	1d6	Sling	1d4	< 50'	< 300'	< 450'
Staff	1d4	Dart	1d4	< 10'	< 20'	< 30'
Weapon, Great	1d10	Spear	1d6	< 10'	< 20'	< 60'
Weapon, Medium	1d8	Other Thrown Weapon		< 10'	< 20'	< 30'
Weapon, Minor	1d4					
Weapon, Small	1d6	FIREARM	DAMAGE	SHORT	MEDIUM*	LONG*
Whip	1d3	Pistol	1d8	< 25'	< 50'	< 100'
		Arquebus	1d8	< 50'	< 100'	< 600'
		Musket	1d8	< 50'	< 100'	< 600'

* Targets at Medium range are -4 to hit, -8 to hit at Long range. Rifled barrels halve the range penalties, but cost twice as much.

AMOUNT	AC BONUS
25%	+2
50%	+4
75%	+7
90%	+10

Unsere Hausregeln findest du hier:
<https://blog.drydoginn.com/posts/2023-09-20-hausregeln>



Lamentations of the Flame Princess
WEIRD FANTASY
 Role-Playing



Player Core Book:
Rules & Magic

Art-Free Complimentary Version

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Rules & Magic

Lamentations of the Flame Princess

ARMOR

WEAPONS

COVER