

— Lamentations of the Flame Princess —

d12 Skill System



New d12 Skill Rules:

- ¶ Replace the d6 Skill-Die with a d12.
- ¶ All d12 based Skills start at **2**. (16.66% chance.)
- ¶ Everyone adds their relevant ability modifier to their Skills.
Negative modifiers cannot reduce a Skill past **1** (8.33% chance.)
- ¶ The Specialist alone can freely upgrade skills;
4 Points per level (8 at Level-1.)
- ¶ Success is a d12 roll equal-or-under your total **Skill + Modifier**.
- ¶ a 12-in-12 skill fails on 2d12 rolling Double-1's or Double-12's.
This gives a 1.38% chance a failure (vs 2.78% from the rulebook.)

Notes:

- ✧ *The Sneak Attack damage multiplier stays a d6 and requires 2 points per pip advancement.*
- ✧ *Open Doors is non-increasing and strictly Strength modifier based.*
- ✧ *Both skills start with 1 pip, as per usual. Neither can go below 1.*

Demihuman Racial Skills:

- ¶ Dwarves begin with a 6-in-12 Search skill (replacing Architecture.)
- ¶ Elves begin with a 4-in-12 Search skill. (Alternatively, replace with Knowledge.)
- ¶ Halflings begin with 6-in-12 Bushcraft and 10-in-12 outdoor Stealth.

Demihuman Skill advancement leveling stays the same; simply multiply the listed numbers in the rulebook by 2.

(ie: a Halfling's 3-in-6 Bushcraft becomes 6-in-12. Add modifiers as noted.)

Skill List:

- [DEX] Acrobatics [Balance, Climb, Jump, Tumble]
- [WIS] Bushcraft [Handle Animal, Survival]
- [INT] Knowledge [Appraisal, History, Religion, Lore]
- [INT] Language [Decipher Script, Fluency, Forgery]
- [WIS] Medicine [Healing Arts] (*Heals 1d4 x Healer Level. Requires Medkit.*)
- [STR] Open Doors
- [WIS] Search [Find Traps & Doors, Investigate, Spot]
- [DEX] Sleight-of-Hand [Pick-Pocket, Hide Item]
- [CHA] Speechcraft [Bluff, Intimidate, Perform]
Sneak Attack [Damage Multiplier]
- [DEX] Stealth [Hide, Move Silently]
- [DEX] Tinkering [Lockpicking, Remove Traps]

LAMENTATIONS

of the

FLAME PRINCESS

WEIRD FANTASY ROLE-PLAYING

Name: _____ Player: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>
Class	Level	Alignment
<input type="text"/>	<input type="text"/>	<input type="text"/>
Age	Sex	Current XP
		XP for next Level

ABILITY SCORES

MODIFIERS

Charisma

Retainer
Recruitment,
Loyalty, Speechcraft

Constitution

Hit Points, Daily
Travel Distance

Dexterity

AC, Ranged AB,
Initiative, Acrobatics,
Sleight of Hand,
Stealth, Tinkering

Intelligence

Saves vs Magic
Effects, Knowledge,
Language

Strength

Melee AB, Open
Door

Wisdom

Saves vs Non-Magic
Effects, Bushcraft,
Medicine, Search

COMMON ACTIVITIES

Acrobatics

Bushcraft

Knowledge

Language

Medicine

Open
Door

Search

Sleight
of Hand

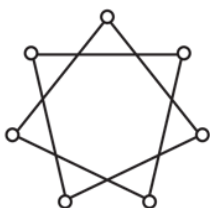
Speechcraft

Stealth

Tinkering

Sneak
Attack

CAST
CLERIC
SPELL



CAST
MAGIC USER
SPELL



SAVING THROWS

Paralyze

Mobility
Hazards

Poison

Instant
Death/KO
Situations

Breath
Weapon

Area
Effects

Magical
Device

Spell-Like
Effects
from Items

Magic

Spells or
Innate
Abilities

ATTACK BONUS

Base AB

Mêlée AB

Ranged AB

Surprise Chance

Max HP

Current HP

ARMOR CLASS

Mêlée

Ranged

Without
Shield

Surprised

COMBAT OPTIONS

- Standard Attack
AB+0, AC+0
- Parry
○ AC+2 / ○ AC+4
- Press
AB+2, AC-4
- Defensive
AB-4, AC+2

WEAPONS

Name	AB	Damage	Range	L
			S	M

RETAINERS

Name	Position	Class/Level	HP	Wage	Share

EQUIPMENT		
	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	

ENCUMBRANCE					
<ul style="list-style-type: none"> ○ Character is wearing Chain Armor ○○ Character is wearing Plate Armor ○ Character is carrying 6 or more different items overall ○ Character is carrying 11 or more different items overall ○ Character is carrying 16 or more different items overall ○ Character is carrying 21 or more different items overall ○○○○ Character is carrying oversized items 					
Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly Encumbered	90'	30'	90'	18 miles
3	Heavily Encumbered	60'	20'	60	12 miles
4	Severely Encumbered	30'	10'	30	6 miles
5	Overencumbered	0	0	0	0

NON-ENCUMBERING EQUIPMENT	

PROPERTIES		
Name	Location	Value
Library Value	Laboratory Value	

INVESTMENTS		
Name	Type	Value