

WEIRD FANTASY ROLE-PLAYING

~ Halfling ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
13 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
10

DEXTERITY
*AC, Ranged AB,
Initiative*
12

INTELLIGENCE
*Saves vs Magic,
Languages*
8 -1

STRENGTH
*Melee AB,
Open Doors*
15 +1

WISDOM
Saves vs Non-Magic
14 +1

Architecture 1 Bushcraft 3 Climbing 1

Languages 0 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 5 Tinkering 1

Open Doors 2

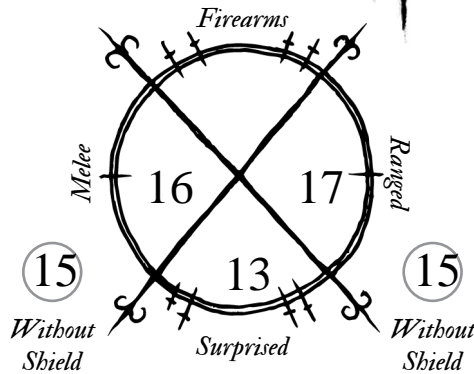
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

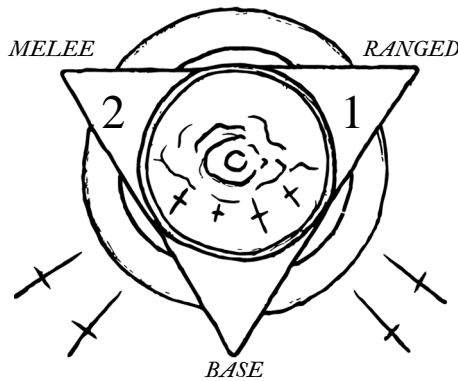
5



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

9 PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

7 POISON
*Instant Death/
KO Situations*

12 BREATH
WEAPON
Area Effects

8 MAGICAL DEVICE
*Spell-Like Effects
from Items*

13 MAGIC
*Spells or
Innate Abilities*

- VS MAGIC
- VS NON-MAGIC

COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
(no action this round)
○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Name	Damage	S	Range	M (-)	L (-)	RoF	AP (S/All)	Shots
Spear	1d6	10		20	60			
Dagger	1d4	10		20	30			

Spear	1	
Dagger	2	
Leather Armor	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	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	

Known	Unknown

2

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

NON-ENCUMBERING

Backpack

Sack

Chalk

Soap

Iron Spike

GP:

SP:

CP: 1

GEMS:

$$I_{gp} = \zeta_{osp} = \zeta_{oocp}$$

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

11

CONSTITUTION
*Hit Points,
Daily Travel Distance*

5

-2

DEXTERITY
*AC, Ranged AB,
Initiative*

14

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

11

STRENGTH
*Melee AB,
Open Doors*

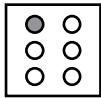
15

+1

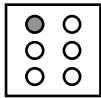
WISDOM
Saves vs Non-Magic

11

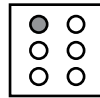
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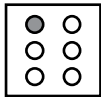
Bushcraft 1



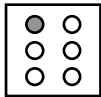
Climbing 1



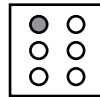
Languages 1



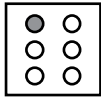
Search 1



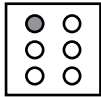
Sleight of Hand 1



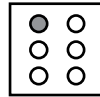
Sneak Attack 0



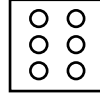
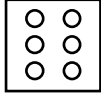
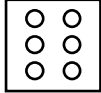
Stealth 1



Tinkering 1



Open Doors 2



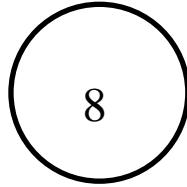
Age / Sex

Current XP

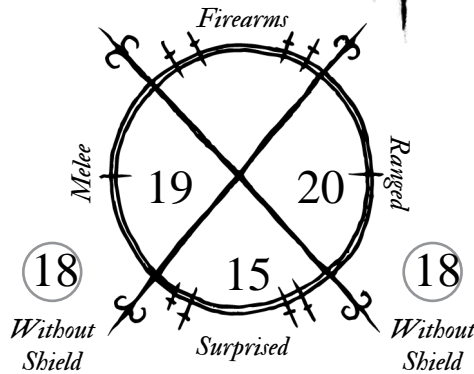
Next Level

MAXIMUM HP

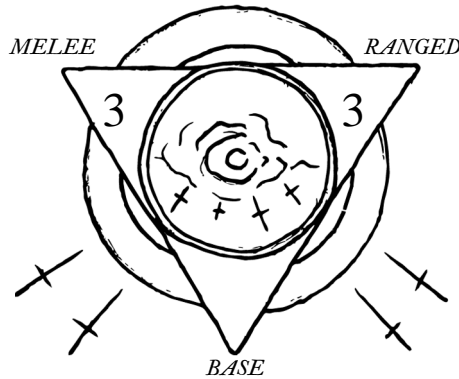
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

14

PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

12

POISON
*Instant Death/
KO Situations*

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BREATH
WEAPON
Area Effects

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MAGICAL DEVICE
*Spell-Like Effects
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MAGIC
*Spells or
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- VS MAGIC

- VS NON-MAGIC

COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
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○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Range

Firearms

Name

Damage

S

M (-)

L (-)

RoF

AP (S/All)

Shots

Spear

1d6

10

20

60

Spear	1	
Chain Armor	2	
day of Rations	3	
3 Torches	4	
Tinderbox	5	
50' Rope	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	
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	26	+1 Enc
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	29	
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Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

12

CONSTITUTION
*Hit Points,
Daily Travel Distance*

6

-1

DEXTERITY
*AC, Ranged AB,
Initiative*

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INTELLIGENCE
*Saves vs Magic,
Languages*

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STRENGTH
*Melee AB,
Open Doors*

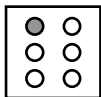
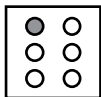
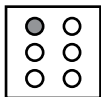
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+1

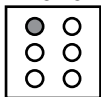
WISDOM
Saves vs Non-Magic

12

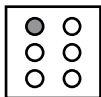
Architecture 1 Bushcraft 1 Climbing 1



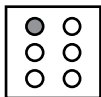
Languages 1



Search 1

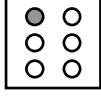


Sleight of Hand 1

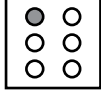


Sneak

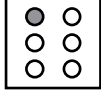
Attack 0



Stealth 1

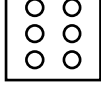
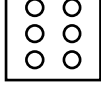
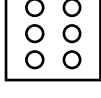


Tinkering 1



Open

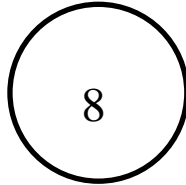
Doors 2



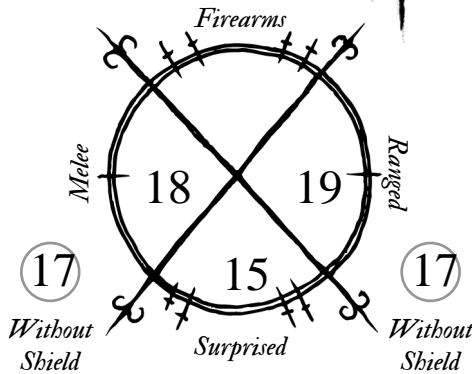
Age / Sex Current XP Next Level

MAXIMUM HP

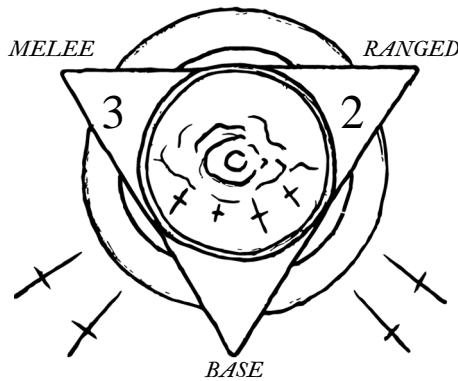
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

14

PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

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POISON
*Instant Death/
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BREATH
WEAPON
Area Effects

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MAGICAL DEVICE
*Spell-Like Effects
from Items*

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MAGIC
*Spells or
Innate Abilities*

- VS MAGIC

- VS NON-MAGIC

COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
(no action this round)
○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Name	Damage	S	Range		RoF	Firearms	
			M (-)	L (-)		AP (S/All)	Shots
Spear	1d6	10	20	60			
2 Daggers	1d4	10	20	30			

Spear	1	
2 Daggers	2	
Chain Armor	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	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	

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3

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
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Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:

SP:

CP: 1

GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
14 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
13 +1

DEXTERITY
*AC, Ranged AB,
Initiative*
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INTELLIGENCE
*Saves vs Magic,
Languages*
9

STRENGTH
*Melee AB,
Open Doors*
6 -1

WISDOM
Saves vs Non-Magic
14 +1

Architecture 1 Bushcraft 1 Climbing 1

Languages 1 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 0

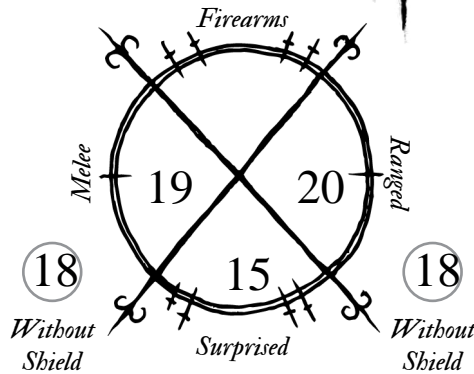
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

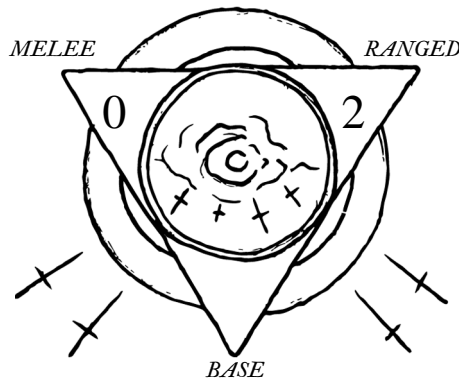
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ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

13 PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

10 POISON
*Instant Death/
KO Situations*

15 BREATH
WEAPON
Area Effects

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*Spell-Like Effects
from Items*

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*Spells or
Innate Abilities*

- VS MAGIC
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COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
(no action this round)
○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
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AB -4, AC +2

Name	Damage	S	Range	M (-)	L (-)	RoF	AP (S/All)	Shots
Spear	1d6	10		20	60			
Mace	1d8							
Mace	1d8							

Spear	1	
Chain Armor	2	
Mace	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
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Known	Unknown

3

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
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Shield	Backpack
	Sack
	Chalk
	Wooden Cross
	Soap

GP:	<hr/>
SP:	<hr/>
CP:	<hr/>
GEMS:	<hr/>
	<hr/>
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Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bless ☐ PREPARED!	Instantaneous REVERSIBLE No	Touch	Give 1d6 + level points to spend on rolls (except damage). Doesn't work on elves. SAVE No	92
Command ☐ PREPARED!	1 round REVERSIBLE No	10'	Give a single word command; they obey. Doesn't work on undead. SAVE vs. Magic if HD > 5 or INT > 12	95
Cure Light Wounds ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Touch	Restore 1d6 + caster level HP, or remove one negative temporary condition. SAVE No	98
Detect Evil ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Line of sight	Detect evil (Chaos) from things on your person and things you can see. SAVE No	99
Invisibility to Undead ☐ PREPARED!	1 turn/level REVERSIBLE Yes	Touch	Undead cannot see, hear, or smell you unless you intentionally gain their attention. SAVE No	112
Protection from Evil ☐ PREPARED!	1 round/level REVERSIBLE Yes	Touch	Add caster level to AC and saves vs. Chaotic creatures, grants save vs. any non-cleric spell. SAVE No	123
Purify Food & Drink ☐ PREPARED!	Instantaneous REVERSIBLE Yes	30'	Purify food and water for up to a dozen people. SAVE No	125
Remove Fear ☐ PREPARED!	1 round/level REVERSIBLE Yes	Touch	Grant save vs. Magic against magical fear, with +1/caster level. Succeed at all morale checks. SAVE No	126
Sanctuary ☐ PREPARED!	2 rounds/level REVERSIBLE No	Touch	All attackers must save vs. Magic to attack you. Ends if you act violently. SAVE No	127
Turn Undead ☐ PREPARED!	1d4 + 2 turns REVERSIBLE No	120'	Force undead to flee – they cannot come within 10' of you. Ends if you attack them. SAVE No	146

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
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Architecture 1 Bushcraft 1 Climbing 2

Languages 0 Search 2 Sleight of Hand 1

Sneak Attack 1 Stealth 2 Tinkering 1

Open Doors 1

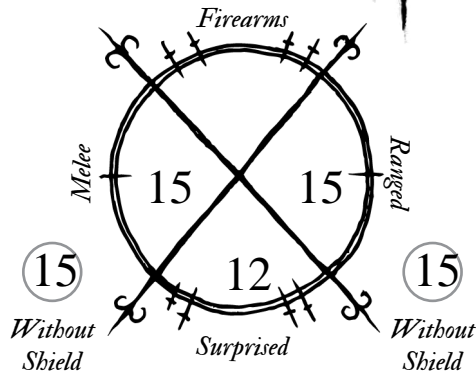
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

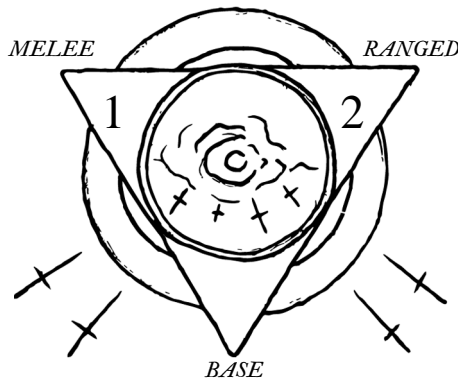
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ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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AB -4, AC +2

Range

Firearms

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	Shots
Garotte	1d6						
Standard Sword	1d8						
2 Daggers	1d4	10	20	30			
Shortbow	1d6	50	300	450			20 Arrows

Leather Armor	1	
Specialist Tools	2	
Standard Sword	3	
2 Daggers	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
Shortbow	8	
Quiver - 20 Arrows	9	
2 day's Rations	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
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	18	
	19	
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1

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0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:

SP:

CP: 1

GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

15 +1

DEXTERITY
*AC, Ranged AB,
Initiative*

11

INTELLIGENCE
*Saves vs Magic,
Languages*

16 +2

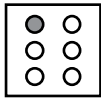
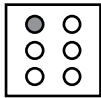
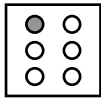
STRENGTH
*Melee AB,
Open Doors*

10

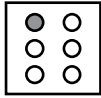
WISDOM
Saves vs Non-Magic

8 -1

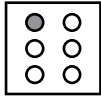
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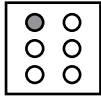
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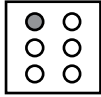
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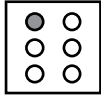
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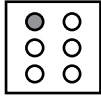
Sneak Attack 0



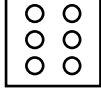
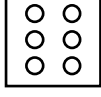
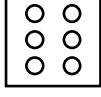
Stealth 1



Tinkering 1



Open Doors 1



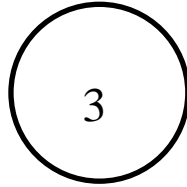
Age / Sex

Current XP

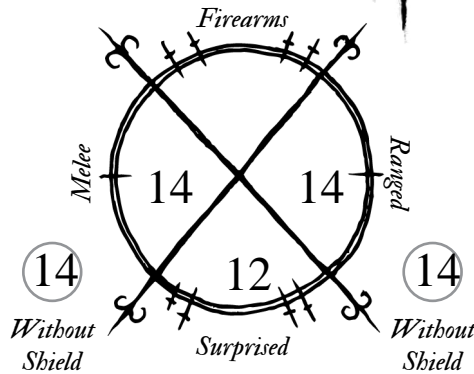
Next Level

MAXIMUM HP

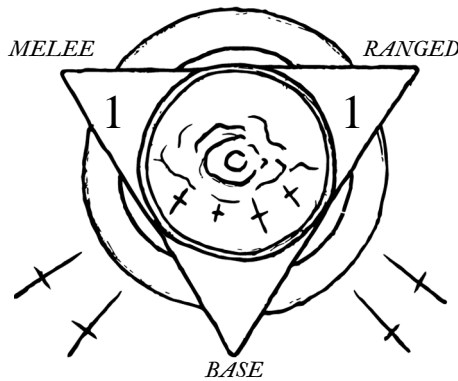
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

14

PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

14

POISON
*Instant Death/
KO Situations*

17

BREATH
WEAPON
Area Effects

14

MAGICAL DEVICE
*Spell-Like Effects
from Items*

12

MAGIC
*Spells or
Innate Abilities*

- VS MAGIC

- VS NON-MAGIC

COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
(no action this round)
○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Range

Firearms

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	Shots
Garotte	1d6						
Standard Sword	1d8						
2 Daggers	1d4	10	20	30			

Leather Armor	1	
Standard Sword	2	
2 Daggers	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
1 day's Rations	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	

Known	Unknown

1

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	Pg.
Faerie Fire	2 rounds/level	40' radius	Light up 1 human-sized creature/level, +2 to hit them. Visible at 80' in darkness	103
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Bathe your foes in unearthly light...so the musclebound dimwits can finally spill their guts.				
Hold Portal	2d6 turns	10'	Magically shut door as if it were securely closed and locked.	109
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Never forget this one. Trust me. Villagers with pitchforks. Pitchforks, I tell you!				
Read Magic	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.)	125
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Think this is too elementary for you? Think mad sorcerers with access to terrible powers from beyond our cosmos don't trap their books? I thought so.				
Sleep	d4 turns	30' + 10'/level	Put 2d8 HD of creatures with 4+1 HD to sleep. If higher HD, only 1 creature.	129
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
I slit many sleeping throats in my adventuring days, apprentice. You get used to the sound they make after a while.				
Summon	Varies	10'	Summon a unique, horrifyingly powerful entity. Hope you can control it.	134
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Do not speak of what happened to the academy in the east. Do not speak its name. Do not ask again.				
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
6 -1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
8 -1

DEXTERITY
*AC, Ranged AB,
Initiative*
11

INTELLIGENCE
*Saves vs Magic,
Languages*
15 +1

STRENGTH
*Melee AB,
Open Doors*
14 +1

WISDOM
Saves vs Non-Magic
12

Architecture 1 Bushcraft 1 Climbing 1

Languages 2 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 2

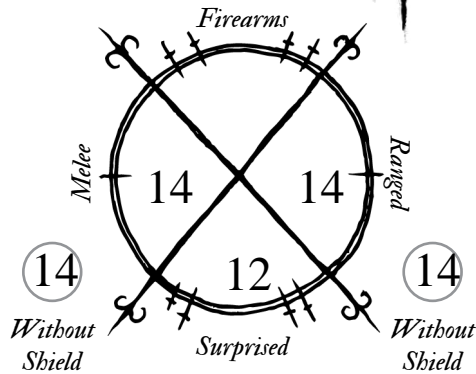
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

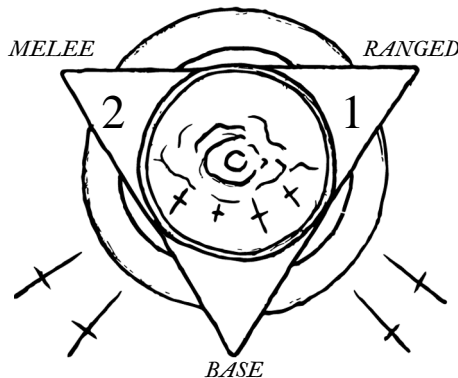
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ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

13 PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

13 POISON
*Instant Death/
KO Situations*

16 BREATH
WEAPON
Area Effects

13 MAGICAL DEVICE
*Spell-Like Effects
from Items*

13 MAGIC
*Spells or
Innate Abilities*

- VS MAGIC
- VS NON-MAGIC

COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
(no action this round)
○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Name	Damage	S	Range	M (-)	L (-)	RoF	Firearms	Shots
Garotte	1d6							
Standard Sword	1d8							
Dagger	1d4	10	20	30				
Shortbow	1d6	50	300	450				20 Arrows

Leather Armor	1	
Standard Sword	2	
Dagger	3	
Tinderbox	4	
100' Rope	5	
Shortbow	6	+1 Enc
Lamp With 4 Flasks oil	7	
Quiver - 20 Arrows	8	
Scroll Case: Local map and F9	9	
Holy Water	10	
2 day's Rations	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	

Known	Unknown

2

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 4
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	PB.
Faerie Fire	2 rounds/level	40' radius	Light up 1 human-sized creature/level, +2 to hit them. Visible at 80' in darkness	103
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Bathe your foes in unearthly light...so the musclebound dimwits can finally spill their guts.				
Magic Aura	Permanent	Touch	Make object detect as magical	114
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	Yes	SAVE vs. Magic if object handled	
Ha! They're still searching for hostile enchantments? We hid that tiny piece of thread in the staff room weeks ago!				
Read Magic	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.)	125
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Think this is too elementary for you? Think mad sorcerers with access to terrible powers from beyond our cosmos don't trap their books? I thought so.				
Shield	2 turns	Touch	AC 19 vs. missiles, AC 17 for all other attacks. Take -1 damage from attacks.	128
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Laughing and shouting "Puny mortals!" while arrows bounce harmlessly off you is entirely appropriate behavior.				
Summon	Varies	10'	Summon a unique, horrifyingly powerful entity. Hope you can control it.	134
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Do not speak of what happened to the academy in the east. Do not speak its name. Do not ask again.				
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

12

CONSTITUTION
*Hit Points,
Daily Travel Distance*

8

-1

DEXTERITY
*AC, Ranged AB,
Initiative*

6

-1

INTELLIGENCE
*Saves vs Magic,
Languages*

10

STRENGTH
*Melee AB,
Open Doors*

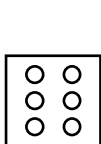
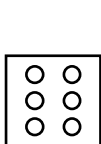
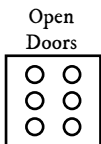
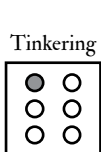
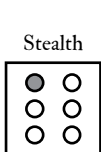
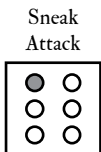
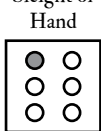
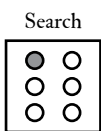
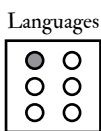
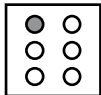
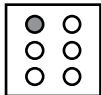
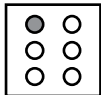
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WISDOM
Saves vs Non-Magic

17

+2

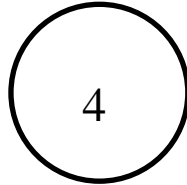
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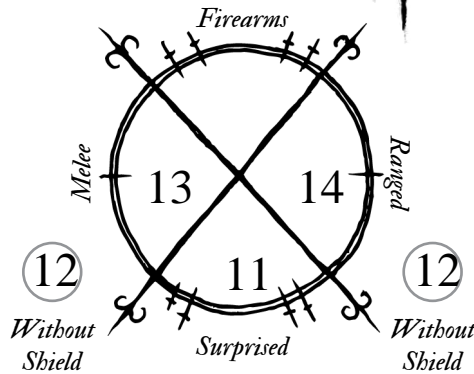
Age / Sex Current XP Next Level

MAXIMUM HP

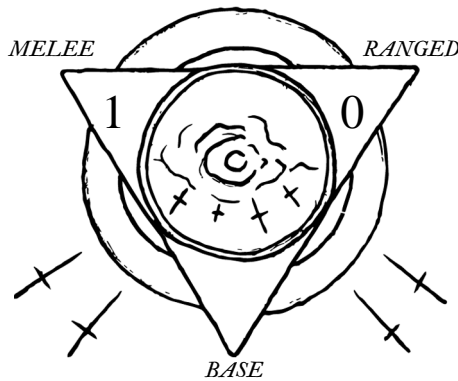
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

12

PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

9

POISON
*Instant Death/
KO Situations*

14

BREATH
WEAPON
Area Effects

10

MAGICAL DEVICE
*Spell-Like Effects
from Items*

15

MAGIC
*Spells or
Innate Abilities*

- VS MAGIC

- VS NON-MAGIC

COMBAT OPTIONS

- ☒ Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- ☒ Parry
(no action this round)
○ AC +2 / ○ AC +4
- ☐ Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- ☐ Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Name	Damage	S	Range	M (-)	L (-)	RoF	AP (S/All)	Shots
Spear	1d6	10		20	60			
Mace	1d8							
Mace	1d8							

Spear	1	
Mace	2	
day of Rations	3	
3 Torches	4	
Tinderbox	5	
50' Rope	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	

Known	Unknown

2

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Shield

Backpack
Sack
Chalk
Wooden Cross
Soap
Iron Spike

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bless ☐ PREPARED!	Instantaneous REVERSIBLE No	Touch	Give 1d6 + level points to spend on rolls (except damage). Doesn't work on elves. SAVE No	92
Command ☐ PREPARED!	1 round REVERSIBLE No	10'	Give a single word command; they obey. Doesn't work on undead. SAVE vs. Magic if HD > 5 or INT > 12	95
Cure Light Wounds ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Touch	Restore 1d6 + caster level HP, or remove one negative temporary condition. SAVE No	98
Detect Evil ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Line of sight	Detect evil (Chaos) from things on your person and things you can see. SAVE No	99
Invisibility to Undead ☐ PREPARED!	1 turn/level REVERSIBLE Yes	Touch	Undead cannot see, hear, or smell you unless you intentionally gain their attention. SAVE No	112
Protection from Evil ☐ PREPARED!	1 round/level REVERSIBLE Yes	Touch	Add caster level to AC and saves vs. Chaotic creatures, grants save vs. any non-cleric spell. SAVE No	123
Purify Food & Drink ☐ PREPARED!	Instantaneous REVERSIBLE Yes	30'	Purify food and water for up to a dozen people. SAVE No	125
Remove Fear ☐ PREPARED!	1 round/level REVERSIBLE Yes	Touch	Grant save vs. Magic against magical fear, with +1/caster level. Succeed at all morale checks. SAVE No	126
Sanctuary ☐ PREPARED!	2 rounds/level REVERSIBLE No	Touch	All attackers must save vs. Magic to attack you. Ends if you act violently. SAVE No	127
Turn Undead ☐ PREPARED!	1d4 + 2 turns REVERSIBLE No	120'	Force undead to flee – they cannot come within 10' of you. Ends if you attack them. SAVE No	146

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

16

+2

CONSTITUTION
*Hit Points,
Daily Travel Distance*

8

-1

DEXTERITY
*AC, Ranged AB,
Initiative*

13

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

13

+1

STRENGTH
*Melee AB,
Open Doors*

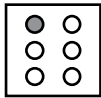
13

+1

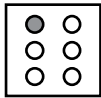
WISDOM
Saves vs Non-Magic

10

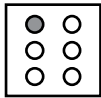
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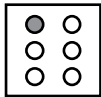
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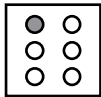
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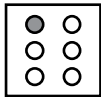
Languages 2



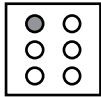
Search 1



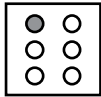
Sleight of Hand 1



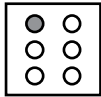
Sneak Attack 0



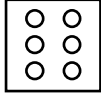
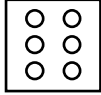
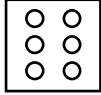
Stealth 1



Tinkering 1



Open Doors 2



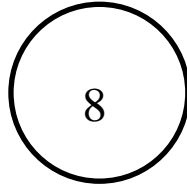
Age / Sex

Current XP

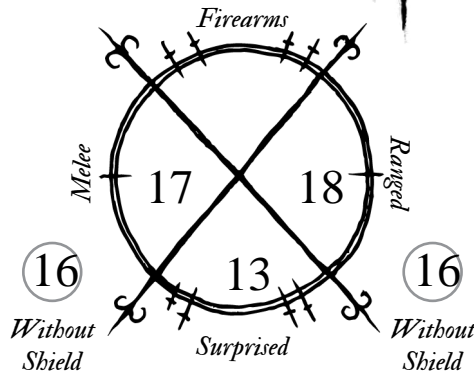
Next Level

MAXIMUM HP

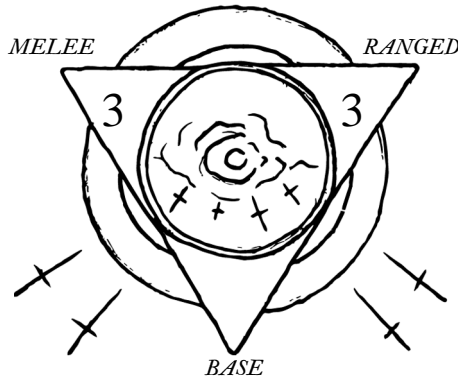
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

14

PARALYZE
*Mobility Hazards
(Petrification, Hold, etc.)*

12

POISON
*Instant Death/
KO Situations*

15

BREATH
WEAPON
Area Effects

13

MAGICAL DEVICE
*Spell-Like Effects
from Items*

15

MAGIC
*Spells or
Innate Abilities*

VS MAGIC

VS NON-MAGIC

COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
(no action this round)
○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Name	Damage	S	Range	M (-)	L (-)	RoF	Firearms	Shots
Spear	1d6	10		20	60			
Short bow	1d6	50	300	450				10 Arrows

Spear	1	
Leather Armor	2	
day of Rations	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
Short bow	7	
Quiver With 10 Arrows	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	

Known	Unknown

2

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

17 +2

DEXTERITY
*AC, Ranged AB,
Initiative*

4 -2

INTELLIGENCE
*Saves vs Magic,
Languages*

14 +1

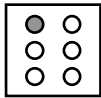
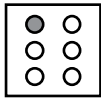
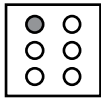
STRENGTH
*Melee AB,
Open Doors*

13 +1

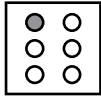
WISDOM
Saves vs Non-Magic

6 -1

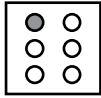
Architecture 1 Bushcraft 1 Climbing 1



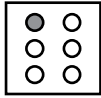
Languages 2



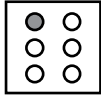
Search 1



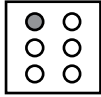
Sleight of Hand 1



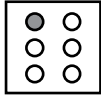
Sneak Attack 0



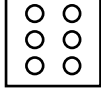
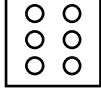
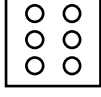
Stealth 1



Tinkering 1



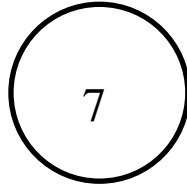
Open Doors 2



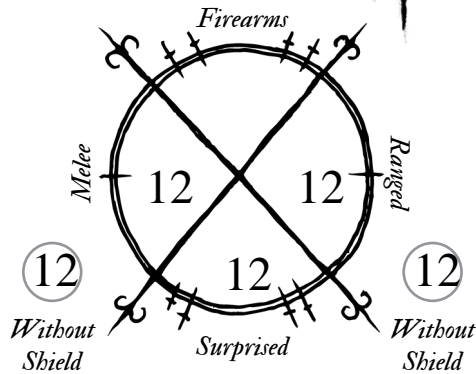
Age / Sex Current XP Next Level

MAXIMUM HP

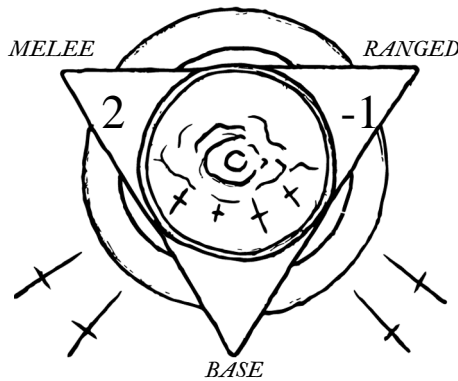
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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*Mobility Hazards
(Petrification, Hold, etc.)*

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POISON
*Instant Death/
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WEAPON
Area Effects

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MAGICAL DEVICE
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from Items*

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MAGIC
*Spells or
Innate Abilities*

- VS MAGIC
- VS NON-MAGIC

COMBAT OPTIONS

- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
(no action this round)
○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
AB +2, AC -4
- Defensive
(Fighters/Dwarfs/Elves)
AB -4, AC +2

Range

Firearms

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	Shots
Garotte	1d6						
Standard Sword	1d8						
2 Daggers	1d4	10	20	30			

Leather Armor	1	
Standard Sword	2	
2 Daggers	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
1 day's Rations	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	

Known	Unknown

1

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
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4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	Pg.
Identify	Instantaneous	Touch	Reveal one magical property of an item. Requires laboratory worth 1000 sp.	110
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Sure, swing it around, see what happens. Just let me move behind this lead wall...				
Magic Missile	Instantaneous	60' + 10'/level	1d4 damage/level, auto-hit projectile. At 2nd level, split damage between targets.	115
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE vs. Magic for half damage (if damage split)	
Word is, some wizard named Morgan once managed to hit himself with this. Himself. Really. With a mystically guided, unerring projectile.				
Read Magic	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.)	125
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Think this is too elementary for you? Think mad sorcerers with access to terrible powers from beyond our cosmos don't trap their books? I thought so.				
Sleep	d4 turns	30' + 10'/level	Put 2d8 HD of creatures with 4+1 HD to sleep. If higher HD, only 1 creature.	129
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
I slit many sleeping throats in my adventuring days, apprentice. You get used to the sound they make after a while.				
Summon	Varies	10'	Summon a unique, horrifyingly powerful entity. Hope you can control it.	134
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Do not speak of what happened to the academy in the east. Do not speak its name. Do not ask again.				
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES