

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

5

-2

DEXTERITY
*AC, Ranged AB,
Initiative*

13

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

11

STRENGTH
*Melee AB,
Open Doors*

15

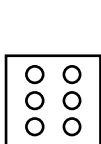
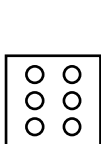
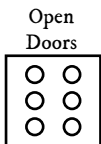
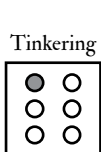
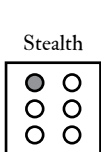
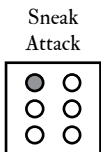
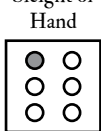
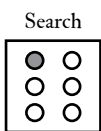
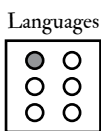
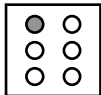
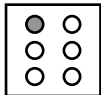
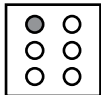
+1

WISDOM
Saves vs Non-Magic

15

+1

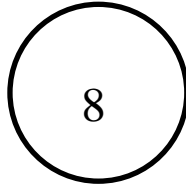
Architecture 1 Bushcraft 1 Climbing 1



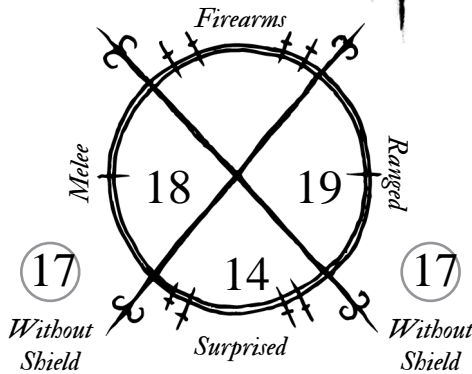
Age / Sex Current XP Next Level

MAXIMUM HP

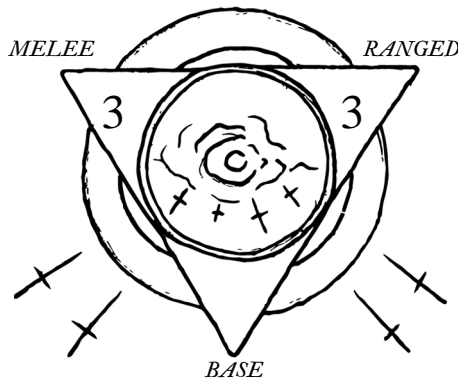
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

13

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

11

POISON
*Instant Death/
KO Situations*

14

BREATH
WEAPON
Area Effects

12

MAGICAL DEVICE
*Spell-Like Effects
from Items*

16

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 | | | |
| 2 Daggers | 1d4 | 10 | | 20 | 30 | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |

| | | |
|----------------|----|--------|
| Spear | 1 | |
| Shield | 2 | |
| 2 Daggers | 3 | |
| Chain Armor | 4 | |
| day of Rations | 5 | |
| 3 Torches | 6 | +1 Enc |
| Tinderbox | 7 | |
| 50' Rope | 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 |

| |
|------------|
| Backpack |
| Sack |
| Chalk |
| Soap |
| Iron Spike |

GP:

SP:

CP: 1

GEMS:

Conceived at lastgaspgrimoire.com