

WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

15

+1

CONSTITUTION
*Hit Points,
Daily Travel Distance*

10

DEXTERITY
*AC, Ranged AB,
Initiative*

11

INTELLIGENCE
*Saves vs Magic,
Languages*

8

-1

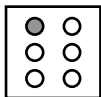
STRENGTH
*Melee AB,
Open Doors*

9

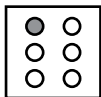
WISDOM
Saves vs Non-Magic

10

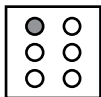
Architecture 1



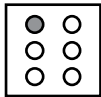
Bushcraft 1



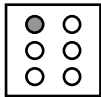
Climbing 3



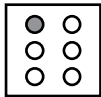
Languages 0



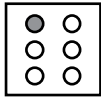
Search 2



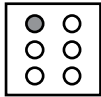
Sleight of Hand 1



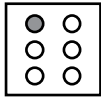
Sneak Attack 0



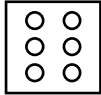
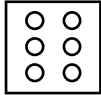
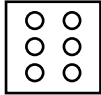
Stealth 1



Tinkering 1



Open Doors 2



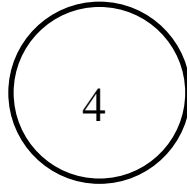
Age / Sex

Current XP

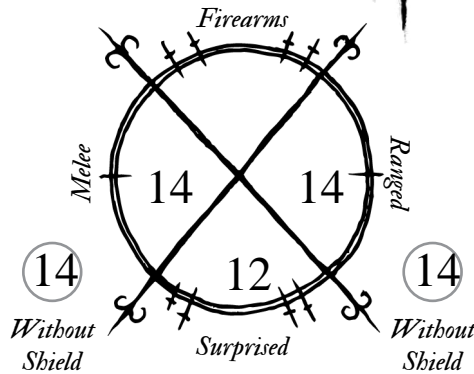
Next Level

MAXIMUM HP

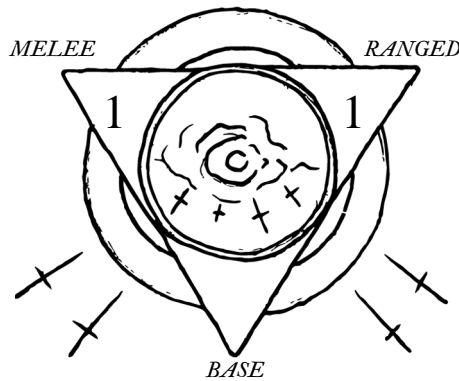
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

14

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

16

POISON
*Instant Death/
KO Situations*

15

BREATH
WEAPON
Area Effects

14

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

Range

Firearms

Name

Damage

S

M (-)

L (-)

RoF

AP (S/All)

Shots

Standard Sword

1d8

Shortbow

1d6

50

300

450

14 Arrows

| | | |
|--------------------|----|--------|
| Leather Armor | 1 | |
| Specialist Tools | 2 | |
| Standard Sword | 3 | |
| 3 Torches | 4 | |
| Tinderbox | 5 | |
| 50' Rope | 6 | +1 Enc |
| Shortbow | 7 | |
| Quiver - 14 Arrows | 8 | |
| 1 day's Rations | 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 | |

The diagram consists of two large, side-by-side rectangular boxes. The left box is labeled "Known" and the right box is labeled "Unknown". Both boxes are empty, representing the domains of known and unknown information.

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 |

| |
|----------|
| Backpack |
| Sack |
| Chalk |
| Soap |

GP:

SP:

CP: 1

GEMS:

Conceived at lastgaspgrimoire.com