

WEIRD FANTASY ROLE-PLAYING

Name _____ Class / Level _____ Alignment _____

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

CONSTITUTION
*Hit Points,
Daily Travel Distance*

DEXTERITY
*AC, Ranged AB,
Initiative*

INTELLIGENCE
*Saves vs Magic,
Languages*

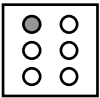
STRENGTH
*Melee AB,
Open Doors*

WISDOM
Saves vs Non-Magic

Architecture



Bushcraft



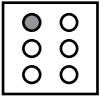
Climbing



Languages



Search



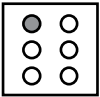
Sleight of Hand



Sneak
Attack



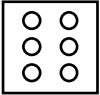
Stealth



Tinkering

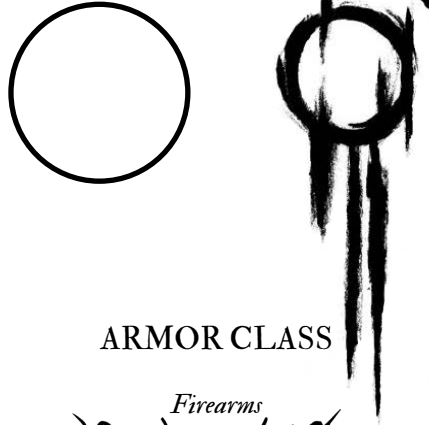


Open
Doors

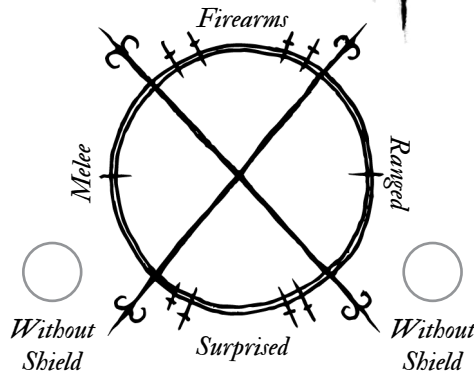


Age / Sex _____ Current XP _____ Next Level _____

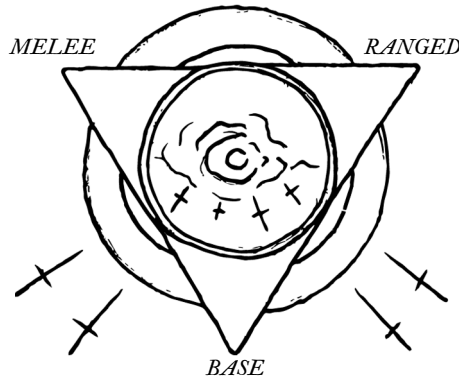
MAXIMUM HP **CURRENT HP**



ARMOR CLASS



ATTACK BONUS



WEAPONS

Range

Firearms

Name

Damage

S

M (-)

L (-)

RoF

AP (S/All)

Shots

SAVING THROWS

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

POISON
*Instant Death/
KO Situations*

**BREATH
WEAPON**
Area Effects

MAGICAL DEVICE
*Spell-Like Effects
from Items*

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

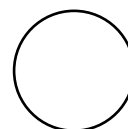
EQUIPMENT

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	

LANGUAGES

Known	Unknown
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CURRENT ENCUMBRANCE:



Chain/Pikeman's Armor: +1 Encumbrance

Plate/Full Armor: +2 Encumbrance

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

OVERSIZED (+1 Enc Each)

NON-ENCUMBERING

MONEY

GP:

SP:

CP:

GEMS:

1gp = 50sp = 500cp