

# WEIRD FANTASY ROLE-PLAYING

~ **Specialist** **7** ~

Name

Class / Level

Alignment

## ABILITY SCORES

**CHARISMA**  
*Loyalty,  
Retainer Recruitment*

9

**CONSTITUTION**  
*Hit Points,  
Daily Travel Distance*

10

**DEXTERITY**  
*AC, Ranged AB,  
Initiative*

16

+2

**INTELLIGENCE**  
*Saves vs Magic,  
Languages*

11

**STRENGTH**  
*Melee AB,  
Open Doors*

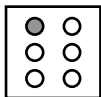
7

-1

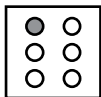
**WISDOM**  
*Saves vs Non-Magic*

10

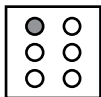
Architecture 1



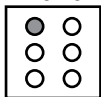
Bushcraft 1



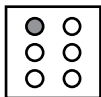
Climbing 1



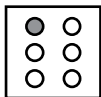
Languages 1



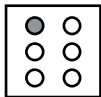
Search 1



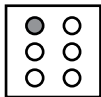
Sleight of Hand 1



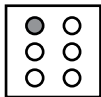
Sneak Attack 3



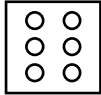
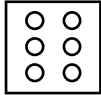
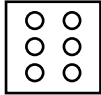
Stealth 2



Tinkering 1



Open Doors 0



You have 12 skill points to spend.

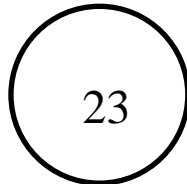
Age / Sex

Current XP

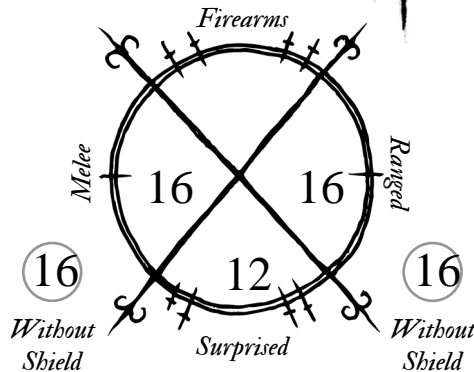
Next Level

MAXIMUM HP

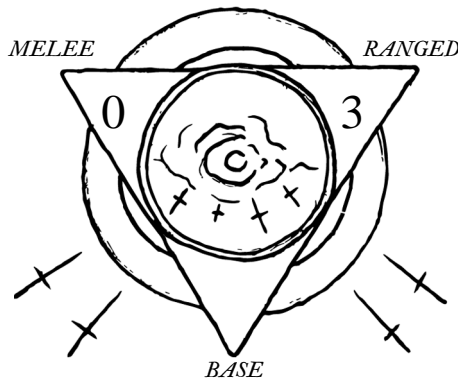
CURRENT HP



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

11

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

12

**POISON**  
*Instant Death/  
KO Situations*

14

**BREATH WEAPON**  
*Area Effects*

13

**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						
Dagger	1d4	10	20	30			
Shortbow	1d6	50	300	450			16 Arrows

Leather Armor	I	
Specialist Tools	2	
Standard Sword	3	
Dagger	4	
Tinderbox	5	
50' Rope	6	+1 Enc
Shortbow	7	
Lamp With 4 Flasks oil	8	
Quiver - 16 Arrows	9	
Scroll Case: Local map and IO		
2 day's Rations	II	+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

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Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:

SP:

CP: 4

GEMS:

Conceived at [lastgaspgrimoire.com](http://lastgaspgrimoire.com)