

# WEIRD FANTASY ROLE-PLAYING

Elf

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

8

-1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

13

+1

DEXTERITY  
*AC, Ranged AB,  
Initiative*

11

INTELLIGENCE  
*Saves vs Magic,  
Languages*

16

+2

STRENGTH  
*Melee AB,  
Open Doors*

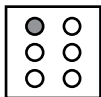
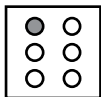
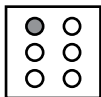
12

WISDOM  
*Saves vs Non-Magic*

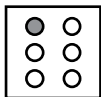
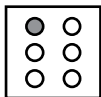
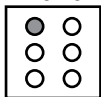
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+1

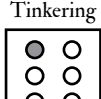
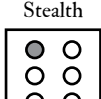
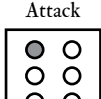
Architecture 1 Bushcraft 1 Climbing 1



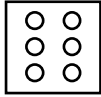
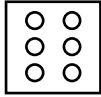
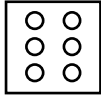
Languages 3 Search 2 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



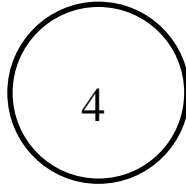
Open Doors 1



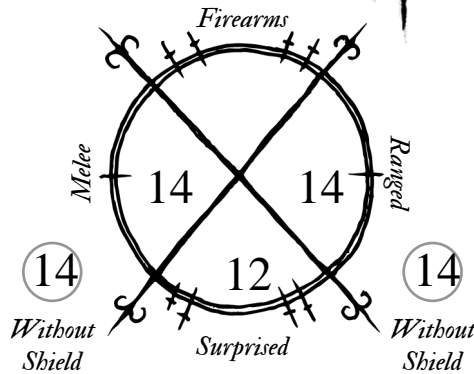
Age / Sex Current XP Next Level

MAXIMUM HP

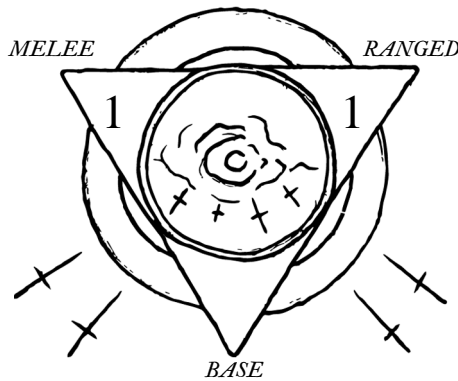
CURRENT HP



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

12

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*

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							
Short Sword	1d6							
Shortbow	1d6	50	300	450				4 Arrows

Leather Armor	1	
Short Sword	2	
3 Torches	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Quiver - 4 Arrows	7	
1 day's Rations	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

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Garotte
Backpack
Sack
Chalk
Soap

GP:  
SP:  
CP: 1  
GEMS:

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

# Spells

[illegible]

ARCANA +  
VAGARIES

# WEIRD FANTASY ROLE-PLAYING

Elf

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty, Retainer Recruitment*  
16 +2

CONSTITUTION  
*Hit Points, Daily Travel Distance*  
7 -1

DEXTERITY  
*AC, Ranged AB, Initiative*  
12

INTELLIGENCE  
*Saves vs Magic, Languages*  
17 +2

STRENGTH  
*Melee AB, Open Doors*  
10

WISDOM  
*Saves vs Non-Magic*  
12

Architecture 1 Bushcraft 1 Climbing 1

Languages 3 Search 2 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

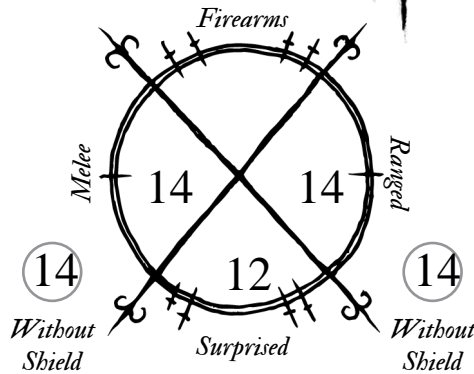
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

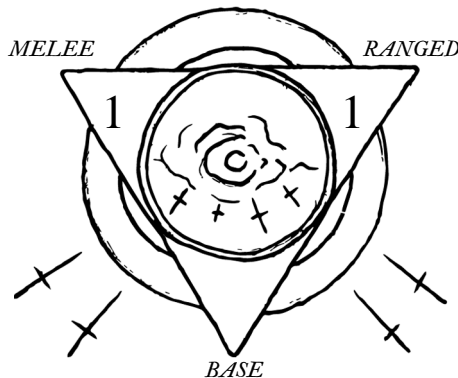
4



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

13 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*

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

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			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	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	

The diagram consists of two identical vertical rectangles placed side-by-side. Each rectangle has a double-line border. Inside each rectangle, near the top edge, is a label. The left rectangle is labeled "Known" and the right rectangle is labeled "Unknown". Both labels are centered horizontally within their respective rectangles.

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
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Garotte

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Backpack

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Sack

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Chalk

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Soap

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Steel Mirror

GEMS:

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

# Spells

[illegible]

ARCANA +  
VAGARIES



# WEIRD FANTASY ROLE-PLAYING

## ~ Magic-User ~

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*  
5 -2

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*  
9

DEXTERITY  
*AC, Ranged AB,  
Initiative*  
9

INTELLIGENCE  
*Saves vs Magic,  
Languages*  
14 +1

STRENGTH  
*Melee AB,  
Open Doors*  
9

WISDOM  
*Saves vs Non-Magic*  
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Architecture 1 Bushcraft 1 Climbing 1

Languages 2 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

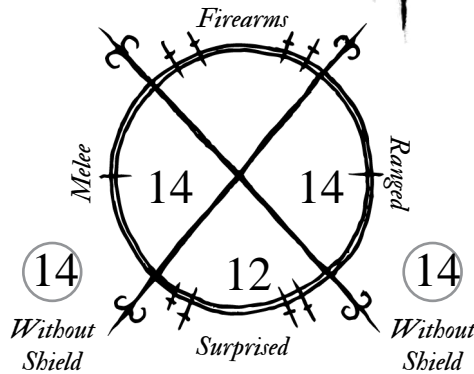
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

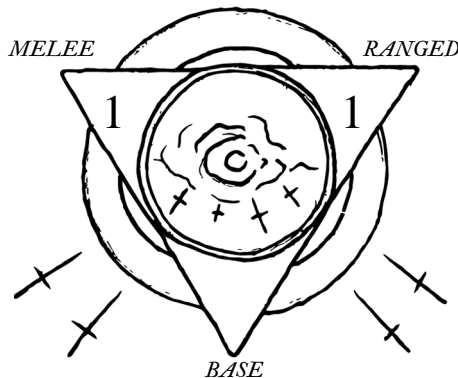
3



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

Range

Firearms

Name Damage S M (- ) L (- ) RoF AP (S/All) Shots

Garotte 1d6

Standard Sword 1d8

### SAVING THROWS

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

12 POISON  
*Instant Death/  
KO Situations*

15 BREATH  
WEAPON  
*Area Effects*

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from Items*

13 MAGIC  
*Spells or  
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- VS MAGIC

- VS NON-MAGIC

### COMBAT OPTIONS

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(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

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

The diagram consists of two large, side-by-side rectangular boxes. The left box is labeled "Known" at the top center, and the right box is labeled "Unknown" at the top center. Both boxes are empty, representing the state of knowledge before and after a process.

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
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Garotte
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GP:

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CP: 1

GEMS:

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# Spells

NAME	DURATION	RANGE	EFFECT	Pg.
Charm Person	Until abuse or neglect	120'	Make someone do what you want	93
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE No	SAVE	vs. Magic (+5 for murderous violence)	
They will do as you say, but beware – there are some things even sorcery cannot make a man do.				
Light	3 turns/level	120'	Create torch-like light on area/object. Blind creature if cast on eyes.	113
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE Yes	SAVE	vs. Magic if unwilling	
Gibbering things peer in on the universe from the outer darkness. Wizards make light, and peer back. And take notes.				
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.				
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