

WEIRD FANTASY ROLE-PLAYING

~ Halfling ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

11

DEXTERITY
*AC, Ranged AB,
Initiative*

11

INTELLIGENCE
*Saves vs Magic,
Languages*

13 +1

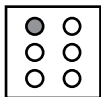
STRENGTH
*Melee AB,
Open Doors*

15 +1

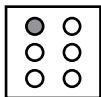
WISDOM
Saves vs Non-Magic

13 +1

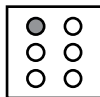
Architecture 1



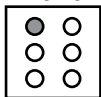
Bushcraft 3



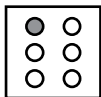
Climbing 1



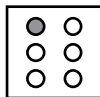
Languages 3



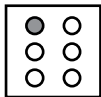
Search 1



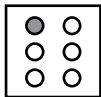
Sleight of Hand 1



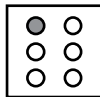
Sneak Attack 0



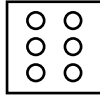
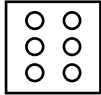
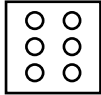
Stealth 5



Tinkering 1



Open Doors 2



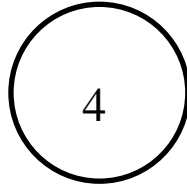
Age / Sex

Current XP

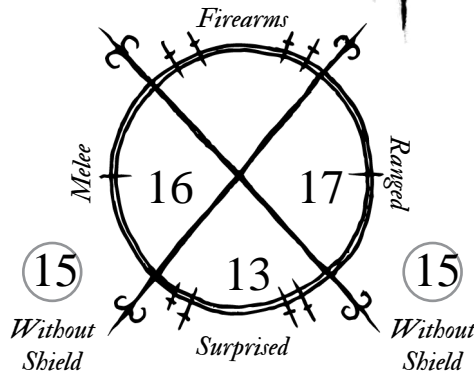
Next Level

MAXIMUM HP

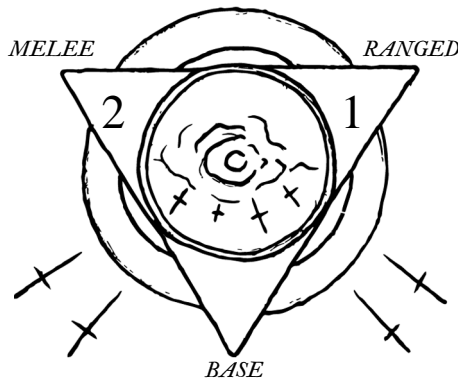
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

9

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

7

POISON
*Instant Death/
KO Situations*

12

BREATH
WEAPON
Area Effects

8

MAGICAL DEVICE
*Spell-Like Effects
from Items*

11

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
Spear	1d6	10	20	60			
Short bow	1d6	50	300	450			10 Arrows

Spear	1	
Leather Armor	2	
day of Rations	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
Short bow	7	
Quiver With 10 Arrows	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 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.

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

Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:

SP:

CP: 1

GEMS:

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WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

12

CONSTITUTION
*Hit Points,
Daily Travel Distance*

7

-1

DEXTERITY
*AC, Ranged AB,
Initiative*

16

+2

INTELLIGENCE
*Saves vs Magic,
Languages*

15

+1

STRENGTH
*Melee AB,
Open Doors*

8

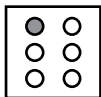
-1

WISDOM
Saves vs Non-Magic

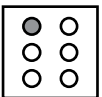
8

-1

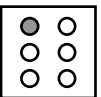
Architecture 2



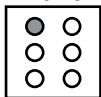
Bushcraft 1



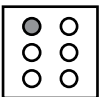
Climbing 1



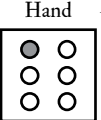
Languages 4



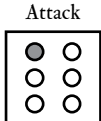
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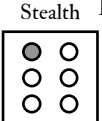
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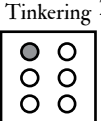
Sneak Attack 0



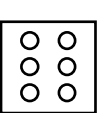
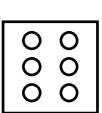
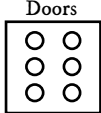
Stealth 1



Tinkering 2



Open Doors 1



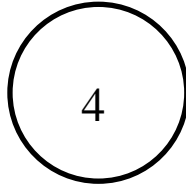
Age / Sex

Current XP

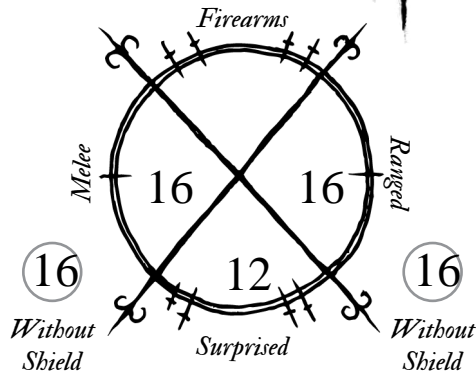
Next Level

MAXIMUM HP

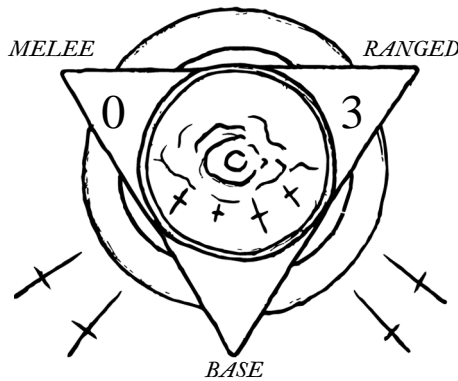
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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PARALYZE
*Mobility Hazards
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POISON
*Instant Death/
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WEAPON
Area Effects

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VS MAGIC

VS NON-MAGIC

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- 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 vertical rectangular boxes side-by-side. The left box is labeled 'Known' at the top, and the right box is labeled 'Unknown' at the top. Both boxes are empty, representing a structured space for knowledge organization.

1

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Backpack
Sack
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Soap

GP:

SP:

CP: 1

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