

# WEIRD FANTASY ROLE-PLAYING

## Specialist

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

7

-1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

9

DEXTERITY  
*AC, Ranged AB,  
Initiative*

17

+2

INTELLIGENCE  
*Saves vs Magic,  
Languages*

16

+2

STRENGTH  
*Melee AB,  
Open Doors*

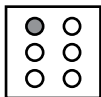
9

WISDOM  
*Saves vs Non-Magic*

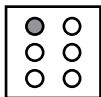
13

+1

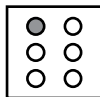
Architecture 1



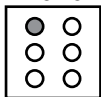
Bushcraft 1



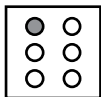
Climbing 1



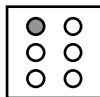
Languages 3



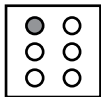
Search 1



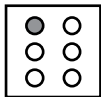
Sleight of Hand 1



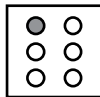
Sneak Attack 2



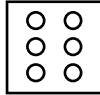
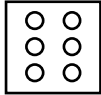
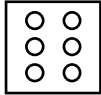
Stealth 3



Tinkering 1



Open Doors 1



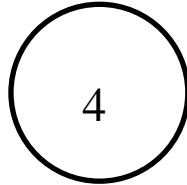
Age / Sex

Current XP

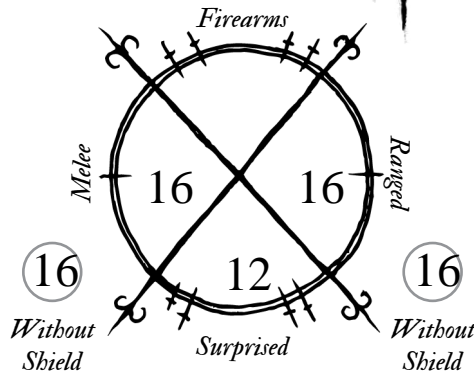
Next Level

MAXIMUM HP

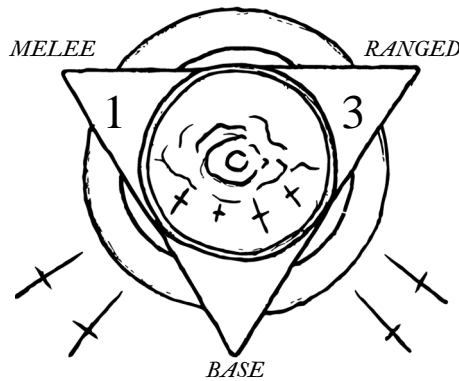
CURRENT HP



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

Range

Firearms

Name

Damage

S

M (- )

L (- )

RoF

AP (S/All)

Shots

Garotte

1d6

Short Sword

1d6

### SAVING THROWS

13

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

15

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

|                  |    |        |
|------------------|----|--------|
| Leather Armor    | 1  |        |
| Specialist Tools | 2  |        |
| Short Sword      | 3  |        |
| 3 Torches        | 4  |        |
| Tinderbox        | 5  |        |
| 50' Rope         | 6  | +1 Enc |
| 1 day's Rations  | 7  |        |
| 1 sp 11 Cp       | 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<br>Per Turn | Combat<br>Per Round | Running<br>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: 1 sp  
CP: 11 Cp  
GEMS:

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