

# WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

~ Lawful ~

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

10

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

18

+3

DEXTERITY  
*AC, Ranged AB,  
Initiative*

11

INTELLIGENCE  
*Saves vs Magic,  
Languages*

11

STRENGTH  
*Melee AB,  
Open Doors*

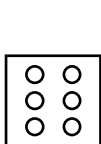
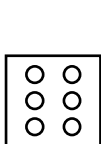
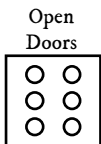
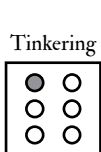
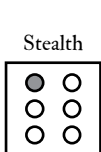
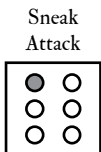
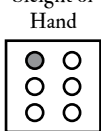
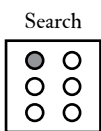
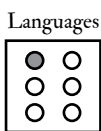
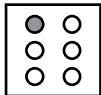
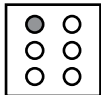
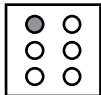
11

WISDOM  
*Saves vs Non-Magic*

13

+1

Architecture 1 Bushcraft 1 Climbing 1



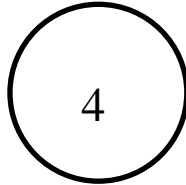
Age / Sex

Current XP

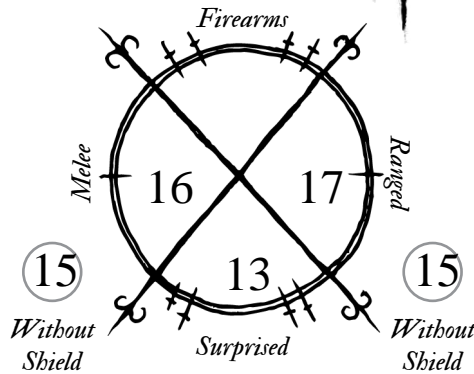
Next Level

MAXIMUM HP

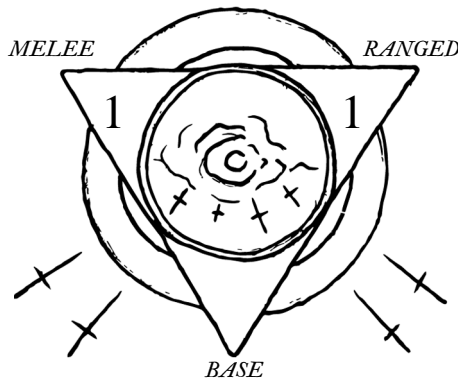
CURRENT HP



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

13

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

10

POISON  
*Instant Death/  
KO Situations*

15

BREATH  
WEAPON  
*Area Effects*

11

MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

15

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
Spear	1d6	10		20	60			
Dagger	1d4	10		20	30			
Mace	1d8							
Short bow	1d6	50	300	450				20 Arrows
Mace	1d8							

Spear	1	
Dagger	2	
Mace	3	
Leather Armor	4	
day of Rations	5	
3 Torches	6	+1 Enc
Tinderbox	7	
50' Rope	8	
Short bow	9	
Quiver With 20 Arrows	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	

[illegible]

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

# Shield

Backpack
Sack
Chalk
Wooden Cross
Soap
Iron Spike

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

# Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bless ☐ PREPARED!	Instantaneous REVERSIBLE No	Touch	Give 1d6 + level points to spend on rolls (except damage). Doesn't work on elves. SAVE No	92
Command ☐ PREPARED!	1 round REVERSIBLE No	10'	Give a single word command; they obey. Doesn't work on undead. SAVE vs. Magic if HD > 5 or INT > 12	95
Cure Light Wounds ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Touch	Restore 1d6 + caster level HP, or remove one negative temporary condition. SAVE No	98
Detect Evil ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Line of sight	Detect evil (Chaos) from things on your person and things you can see. SAVE No	99
Invisibility to Undead ☐ PREPARED!	1 turn/level REVERSIBLE Yes	Touch	Undead cannot see, hear, or smell you unless you intentionally gain their attention. SAVE No	112
Protection from Evil ☐ PREPARED!	1 round/level REVERSIBLE Yes	Touch	Add caster level to AC and saves vs. Chaotic creatures, grants save vs. any non-cleric spell. SAVE No	123
Purify Food & Drink ☐ PREPARED!	Instantaneous REVERSIBLE Yes	30'	Purify food and water for up to a dozen people. SAVE No	125
Remove Fear ☐ PREPARED!	1 round/level REVERSIBLE Yes	Touch	Grant save vs. Magic against magical fear, with +1/caster level. Succeed at all morale checks. SAVE No	126
Sanctuary ☐ PREPARED!	2 rounds/level REVERSIBLE No	Touch	All attackers must save vs. Magic to attack you. Ends if you act violently. SAVE No	127
Turn Undead ☐ PREPARED!	1d4 + 2 turns REVERSIBLE No	120'	Force undead to flee – they cannot come within 10' of you. Ends if you attack them. SAVE No	146

ARCANA +  
VAGARIES