

# WEIRD FANTASY ROLE-PLAYING

~ **Specialist** **13** ~

Name

Class / Level

Alignment

## ABILITY SCORES

**CHARISMA**  
*Loyalty, Retainer Recruitment*  
5 -2

**CONSTITUTION**  
*Hit Points, Daily Travel Distance*  
10

**DEXTERITY**  
*AC, Ranged AB, Initiative*  
16 +2

**INTELLIGENCE**  
*Saves vs Magic, Languages*  
13 +1

**STRENGTH**  
*Melee AB, Open Doors*  
11

**WISDOM**  
*Saves vs Non-Magic*  
11

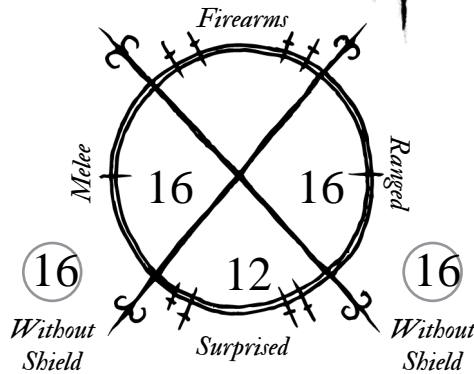
Age / Sex      Current XP      Next Level

**MAXIMUM HP**      **CURRENT HP**

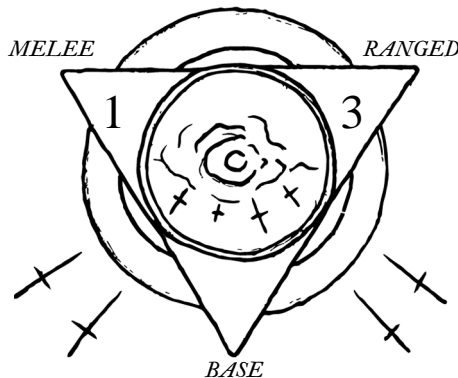
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## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

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

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

**10** **BREATH WEAPON**  
*Area Effects*

**9** **MAGICAL DEVICE**  
*Spell-Like Effects from Items*

**7** **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

Architecture 1    Bushcraft 1    Climbing 1

Languages 2    Search 1    Sleight of Hand 1

Sneak Attack 3    Stealth 2    Tinkering 1

Open Doors 1

You have 24 skill points to spend.

Name	Damage	S	Range	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	
Specialist Tools	2	
Standard Sword	3	
Dagger	4	
Tinderbox	5	
100' Rope	6	+1 Enc
Shortbow	7	
Lamp With 4 Flasks oil	8	
Quiver - 20 Arrows	9	
Scroll Case: Local map	10	
Holy Water	11	+1 Enc
2 day's Rations	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 adjacent rectangular frames. The left frame has the word "Known" centered near its top edge. The right frame has the word "Unknown" centered near its top edge.

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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

GEMS:

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