

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment* 15 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance* 11

DEXTERITY
*AC, Ranged AB,
Initiative* 8 -1

INTELLIGENCE
*Saves vs Magic,
Languages* 18 +3

STRENGTH
*Melee AB,
Open Doors* 10

WISDOM
Saves vs Non-Magic 9

Architecture 1 Bushcraft 1 Climbing 1

Languages 4 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

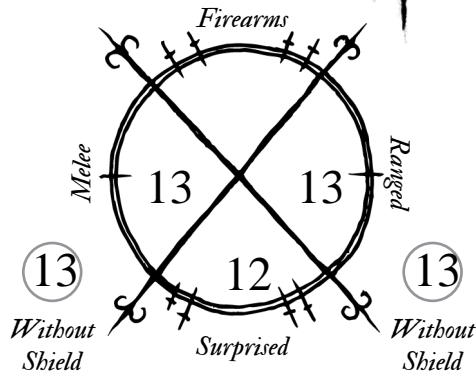
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

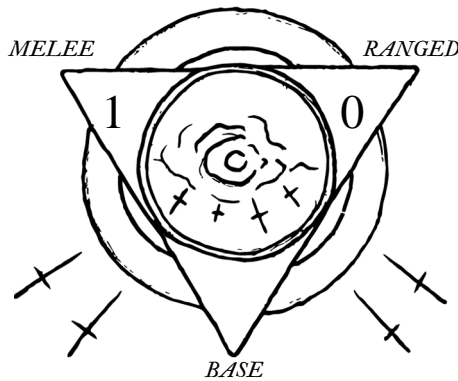
5



ARMOR CLASS



ATTACK BONUS



WEAPONS

Range

Firearms

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

Garotte 1d6

Standard Sword 1d8

SAVING THROWS

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

13 POISON
*Instant Death/
KO Situations*

16 BREATH
WEAPON
Area Effects

13 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

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	

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

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Identify	Instantaneous	Touch	Reveal one magical property of an item. Requires laboratory worth 1000 sp.	110
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Sure, swing it around, see what happens. Just let me move behind this lead wall...				
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.				
Shield	2 turns	Touch	AC 19 vs. missiles, AC 17 for all other attacks. Take -1 damage from attacks.	128
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Laughing and shouting "Puny mortals!" while arrows bounce harmlessly off you is optional.				
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

WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

11

DEXTERITY
*AC, Ranged AB,
Initiative*

6

-1

INTELLIGENCE
*Saves vs Magic,
Languages*

14

+1

STRENGTH
*Melee AB,
Open Doors*

8

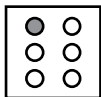
-1

WISDOM
Saves vs Non-Magic

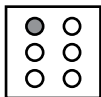
16

+2

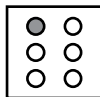
Architecture 1



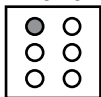
Bushcraft 1



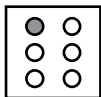
Climbing 1



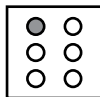
Languages 2



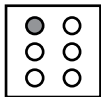
Search 1



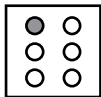
Sleight of Hand 1



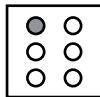
Sneak Attack 0



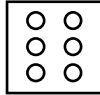
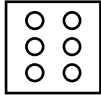
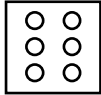
Stealth 1



Tinkering 1



Open Doors 0



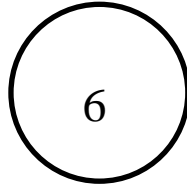
Age / Sex

Current XP

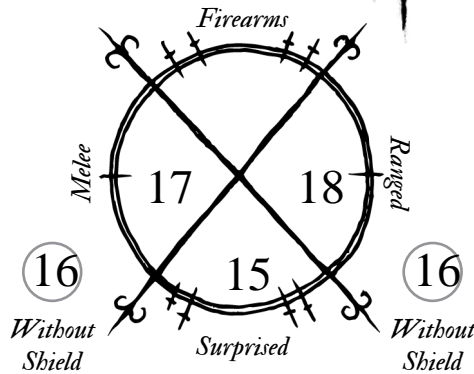
Next Level

MAXIMUM HP

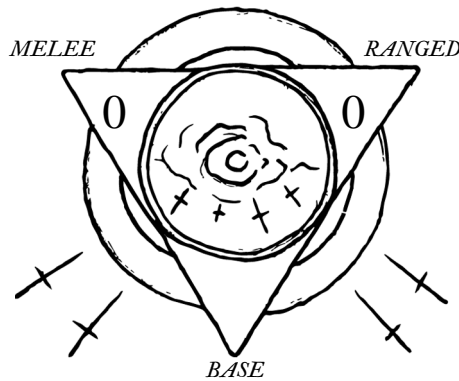
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

12

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

9

POISON
*Instant Death/
KO Situations*

14

BREATH
WEAPON
Area Effects

10

MAGICAL DEVICE
*Spell-Like Effects
from Items*

14

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

Spear	1	
Chain Armor	2	
day of Rations	3	
3 Torches	4	
Tinderbox	5	
50' Rope	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" and the right box is labeled "Unknown". Both boxes are empty, representing the domains of known and unknown information.

3

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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

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

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

14

+1

CONSTITUTION
*Hit Points,
Daily Travel Distance*

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DEXTERITY
*AC, Ranged AB,
Initiative*

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INTELLIGENCE
*Saves vs Magic,
Languages*

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STRENGTH
*Melee AB,
Open Doors*

12

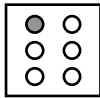
WISDOM
Saves vs Non-Magic

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Architecture 1



Bushcraft 1



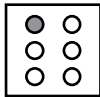
Climbing 1



Languages 1



Search 1



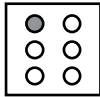
Sleight of Hand 1



Sneak Attack 0



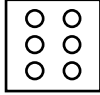
Stealth 1



Tinkering 1



Open Doors 1



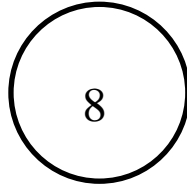
Age / Sex

Current XP

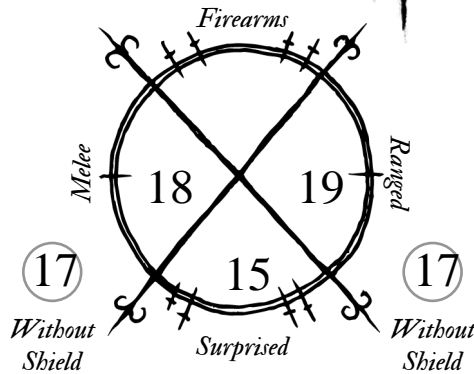
Next Level

MAXIMUM HP

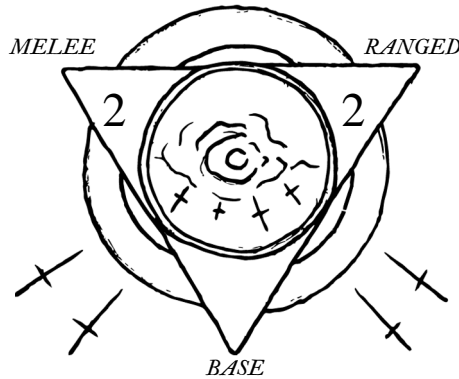
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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*Mobility Hazards
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VS MAGIC

VS NON-MAGIC

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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

Range

Firearms

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	Shots
Polearm	1d8						
Spear	1d6	10	20	60			
Short Sword	1d6						

Spear	1	
Shield	2	
Short Sword	3	
Chain Armor	4	
day of Rations	5	
3 Torches	6	+1 Enc
Tinderbox	7	
50' Rope	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
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	26	+1 Enc
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Known	Unknown

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Polearm

Backpack
Sack
Chalk
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

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