

WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
13 +1

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*
15 +1

WISDOM
Saves vs Non-Magic
13 +1

Architecture 1 Bushcraft 1 Climbing 2

Languages 2 Search 2 Sleight of Hand 1

Sneak Attack 1 Stealth 2 Tinkering 1

Open Doors 2

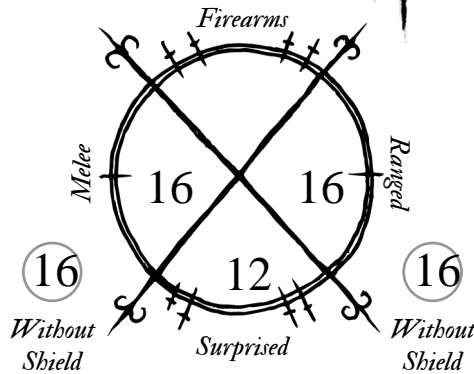
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

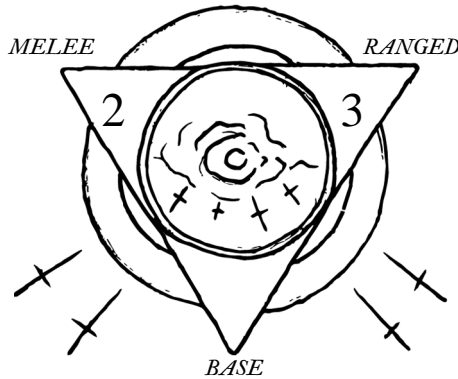
4



ARMOR CLASS



ATTACK BONUS



WEAPONS

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*

13 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

Garotte 1d6

Standard Sword 1d8

Leather Armor	1	
Specialist Tools	2	
Standard Sword	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
1 day's Rations	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 illustrates a two-column knowledge structure. The left column is labeled "Known" and the right column is labeled "Unknown". Both columns are represented by large, empty rectangular boxes with double borders, indicating areas for content. The labels "Known" and "Unknown" are positioned at the top center of their respective boxes in a bold, black, serif font.

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:

WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
7 -1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
6 -1

DEXTERITY
*AC, Ranged AB,
Initiative*
13 +1

INTELLIGENCE
*Saves vs Magic,
Languages*
8 -1

STRENGTH
*Melee AB,
Open Doors*
13 +1

WISDOM
Saves vs Non-Magic
14 +1

Architecture 1 Bushcraft 1 Climbing 1

Languages 0 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 2

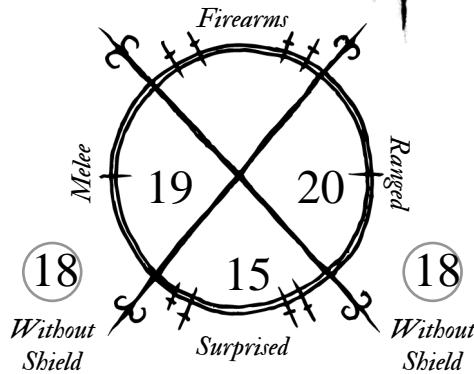
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

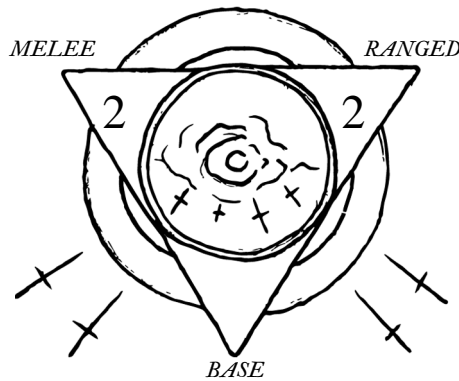
4



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*

16 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			
Short Sword	1d6							
Mace	1d8							
Mace	1d8							

Spear	1	
Chain Armor	2	
Mace	3	
Short Sword	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
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

Known	Unknown

3

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

WEIRD FANTASY ROLE-PLAYING

Halfling

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

9

DEXTERITY
*AC, Ranged AB,
Initiative*

14

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

9

STRENGTH
*Melee AB,
Open Doors*

12

WISDOM
Saves vs Non-Magic

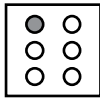
16

+2

Architecture 1



Bushcraft 3



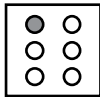
Climbing 1



Languages 1



Search 1



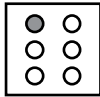
Sleight of Hand 1



Sneak Attack 0



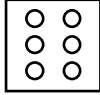
Stealth 5



Tinkering 1



Open Doors 1



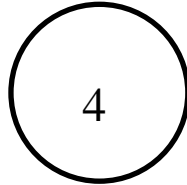
Age / Sex

Current XP

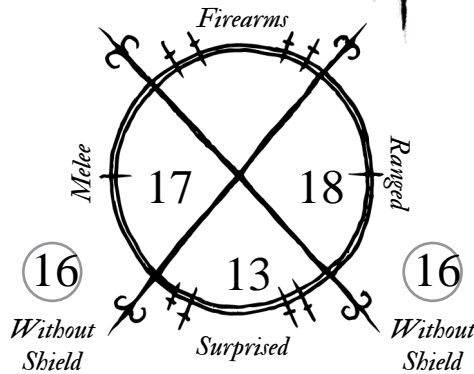
Next Level

MAXIMUM HP

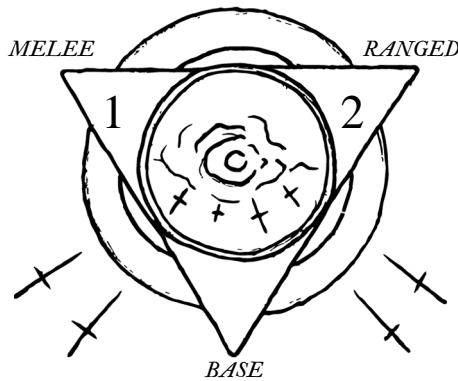
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

8

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

6

POISON
*Instant Death/
KO Situations*

11

BREATH
WEAPON
Area Effects

7

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

Name	Damage	S	Range	M (-)	L (-)	RoF	Firearms	Shots
Spear	1d6	10		20	60			
Dagger	1d4	10		20	30			
Short bow	1d6	50		300	450			20 Arrows

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

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
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
15 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
13 +1

DEXTERITY
*AC, Ranged AB,
Initiative*
7 -1

INTELLIGENCE
*Saves vs Magic,
Languages*
11

STRENGTH
*Melee AB,
Open Doors*
13 +1

WISDOM
Saves vs Non-Magic
10

Architecture 1 Bushcraft 1 Climbing 1

Languages 1 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 2

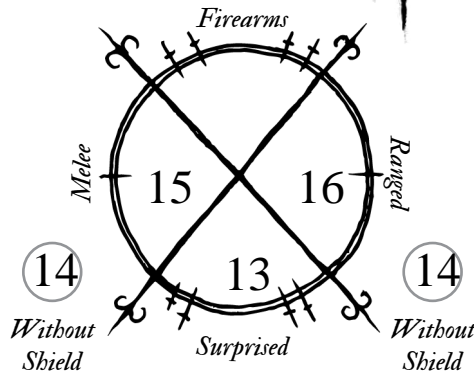
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

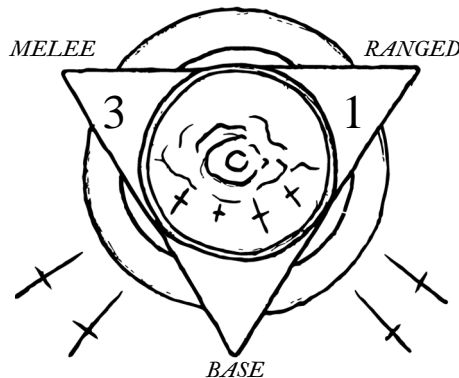
8



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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

12 POISON
*Instant Death/
KO Situations*

15 BREATH
WEAPON
Area Effects

13 MAGICAL DEVICE
*Spell-Like Effects
from Items*

16 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			
Standard Sword	1d8							
Short bow	1d6	50	300	450				10 Arrows

Spear	1	
Standard Sword	2	
Leather Armor	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
Short bow	8	
Quiver With 10 Arrows	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

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
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

Elf

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

9

DEXTERITY
*AC, Ranged AB,
Initiative*

14

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

15

+1

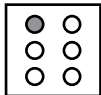
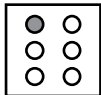
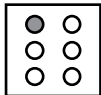
STRENGTH
*Melee AB,
Open Doors*

9

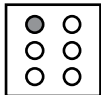
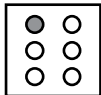
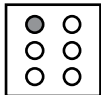
WISDOM
Saves vs Non-Magic

10

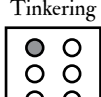
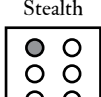
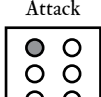
Architecture 1 Bushcraft 1 Climbing 1



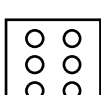
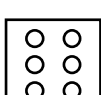
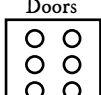
Languages 2 Search 2 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



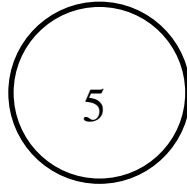
Open Doors 1



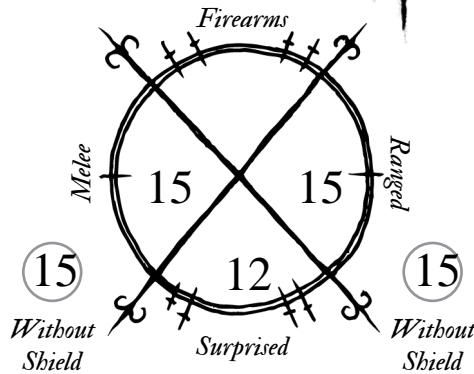
Age / Sex Current XP Next Level

MAXIMUM HP

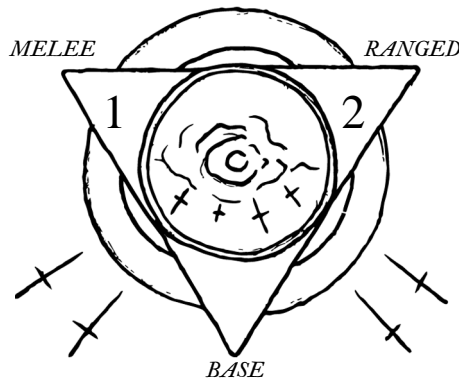
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

13

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

12

POISON
*Instant Death/
KO Situations*

15

BREATH
WEAPON
Area Effects

13

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

Name	Damage	S	Range	M (-)	L (-)	RoF	Firearms	Shots
Standard Sword	1d8							
Shortbow	1d6	50	300	450				14 Arrows

Leather Armor	1	
Standard Sword	2	
3 Torches	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Quiver - 14 Arrows	7	
1 day's Rations	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

Backpack
Sack
Chalk
Soap

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

[illegible]

ARCANA +
VAGARIES