

WEIRD FANTASY ROLE-PLAYING

~ Cleric

~ Lawful

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
16 +2

CONSTITUTION
*Hit Points,
Daily Travel Distance*
7 -1

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

INTELLIGENCE
*Saves vs Magic,
Languages*
12

STRENGTH
*Melee AB,
Open Doors*
6 -1

WISDOM
Saves vs Non-Magic
14 +1

Architecture 1 Bushcraft 1 Climbing 1

Languages 1 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 0

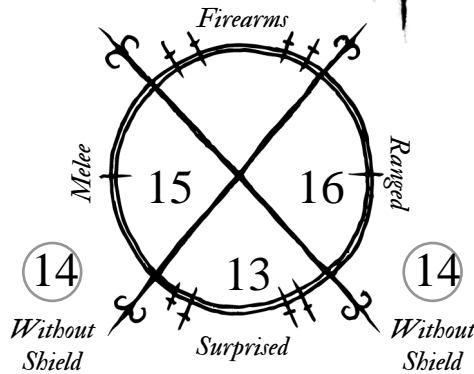
Age / Sex ~ Current XP ~ Next Level

MAXIMUM HP CURRENT HP

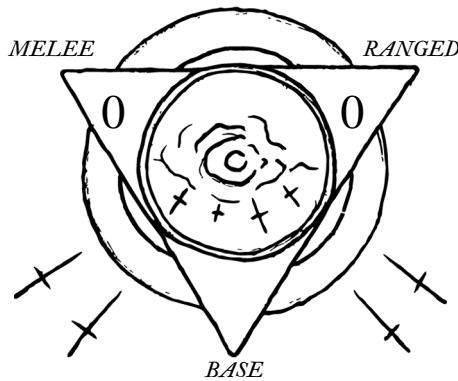
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ARMOR CLASS



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	

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.

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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

Shield

Backpack
Sack
Chalk
Wooden Cross
Soap
Iron Spike

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bless <input checked="" type="checkbox"/> PREPARED!	Instantaneous REVERSIBLE No	Touch	Give 1d6 + level points to spend on rolls (except damage). Doesn't work on elves. SAVE No	92
Command <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> PREPARED!	Instantaneous REVERSIBLE Yes	Touch	Restore 1d6 + caster level HP, or remove one negative temporary condition. SAVE No	98
Detect Evil <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> PREPARED!	Instantaneous REVERSIBLE Yes	30'	Purify food and water for up to a dozen people. SAVE No	125
Remove Fear <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> 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 <input checked="" type="checkbox"/> 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