

# WEIRD FANTASY ROLE-PLAYING

## Fighter

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*  
18 +3

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*  
10

DEXTERITY  
*AC, Ranged AB,  
Initiative*  
9

INTELLIGENCE  
*Saves vs Magic,  
Languages*  
9

STRENGTH  
*Melee AB,  
Open Doors*  
16 +2

WISDOM  
*Saves vs Non-Magic*  
11

Architecture 1 Bushcraft 1 Climbing 1

Languages 1 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 3

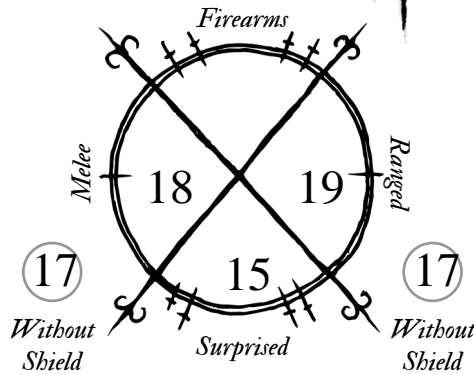
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

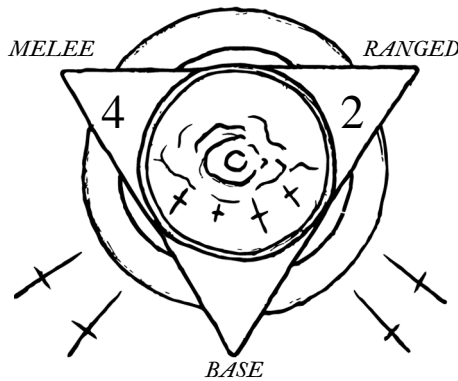
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### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

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

13 POISON  
*Instant Death/  
KO Situations*

16 BREATH  
WEAPON  
*Area Effects*

14 MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

18 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	AP (S/All)	Shots
Spear	1d6	10		20	60			
Shortbow	1d6	50	300	450				20 Arrows

Spear	1	
Chain Armor	2	
day of Rations	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
Shortbow	7	
Quiver With 20 Arrows	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.

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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
Soap
Iron Spike

GP:

SP:

CP: 1

GEMS:

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