

# WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

~ Lawful ~

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*  
14 +1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*  
9

DEXTERITY  
*AC, Ranged AB,  
Initiative*  
14 +1

INTELLIGENCE  
*Saves vs Magic,  
Languages*  
8 -1

STRENGTH  
*Melee AB,  
Open Doors*  
6 -1

WISDOM  
*Saves vs Non-Magic*  
18 +3

Architecture 1 Bushcraft 1 Climbing 1

Languages 0 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 0

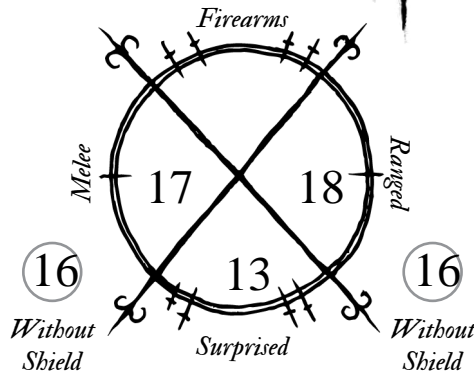
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

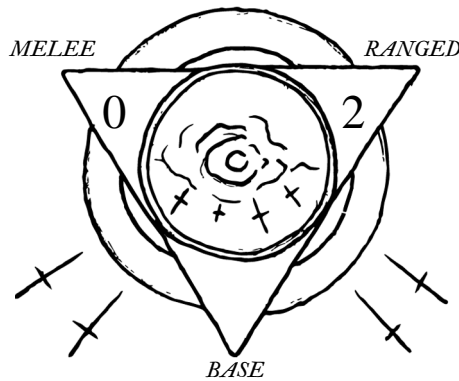
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## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

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

8 POISON  
*Instant Death/  
KO Situations*

13 BREATH  
WEAPON  
*Area Effects*

9 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			
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
Wooden Cross
Soap
Iron Spike

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

# Spells

NAME	DURATION	RANGE	EFFECT	P.G.
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☐ PREPARED!	REVERSIBLE		SAVE	
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☐ PREPARED!	REVERSIBLE		SAVE	
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☐ PREPARED!	REVERSIBLE		SAVE	
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# ARCANA + VAGARIES



You have access to all Cleric spells of level 7 or lower.

