

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

6

-1

CONSTITUTION
*Hit Points,
Daily Travel Distance*

14

+1

DEXTERITY
*AC, Ranged AB,
Initiative*

12

INTELLIGENCE
*Saves vs Magic,
Languages*

13

+1

STRENGTH
*Melee AB,
Open Doors*

15

+1

WISDOM
Saves vs Non-Magic

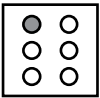
7

-1

Architecture 1



Bushcraft 1



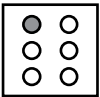
Climbing 1



Languages 2



Search 1



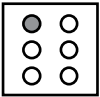
Sleight of Hand 1



Sneak Attack 0



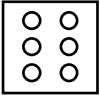
Stealth 1



Tinkering 1



Open Doors 2



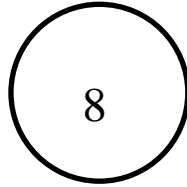
Age / Sex

Current XP

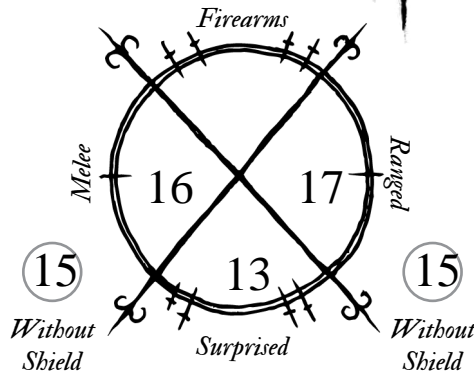
Next Level

MAXIMUM HP

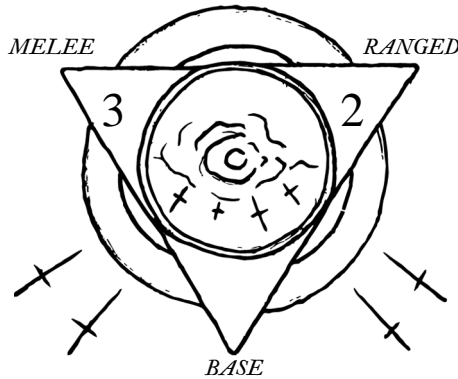
CURRENT HP



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*

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	AP (S/All)	Shots
Spear	1d6	10		20	60			
Dagger	1d4	10		20	30			

Spear	1	
Dagger	2	
Leather Armor	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	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 adjacent rectangular boxes. The left box is labeled 'Known' at the top center. The right box is labeled 'Unknown' at the top center. Both boxes are empty, representing a state of knowledge where the 'Known' area is defined but contains no information, and the 'Unknown' area is also empty.

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*

11

CONSTITUTION
*Hit Points,
Daily Travel Distance*

10

DEXTERITY
*AC, Ranged AB,
Initiative*

8

-1

INTELLIGENCE
*Saves vs Magic,
Languages*

12

STRENGTH
*Melee AB,
Open Doors*

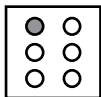
14

+1

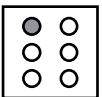
WISDOM
Saves vs Non-Magic

11

Architecture 1



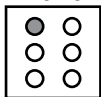
Bushcraft 1



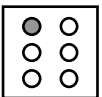
Climbing 1



Languages 1



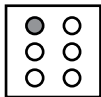
Search 2



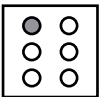
Sleight of Hand 1



Sneak Attack 0



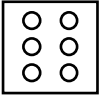
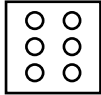
Stealth 1



Tinkering 1



Open Doors 2



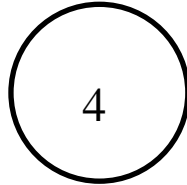
Age / Sex

Current XP

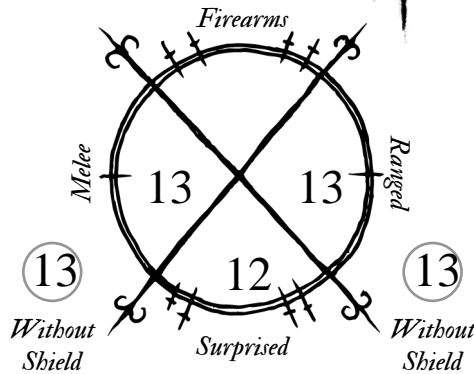
Next Level

MAXIMUM HP

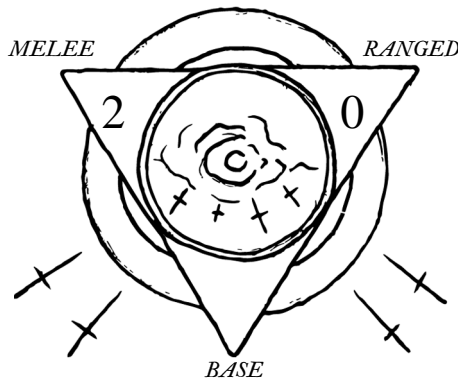
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

Range

Firearms

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	Shots
Garotte	1d6						
Short Sword	1d6						
Shortbow	1d6	50	300	450			4 Arrows

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*

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

Leather Armor	1	
Short Sword	2	
3 Torches	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Quiver - 4 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
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4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Garotte
Backpack
Sack
Chalk
Soap

GP:

SP:

CP: 1

GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	Pg.
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Read Magic

Instantaneous

0

Read 1d4 items with magical inscriptions
(spellbooks, scrolls, weapons, etc.)

125

☐ 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.

☐ PREPARED!

REVERSIBLE

SAVE

☐ PREPARED!

REVERSIBLE

SAVE

☐ PREPARED!

REVERSIBLE

SAVE

☐ PREPARED!

REVERSIBLE

SAVE

☐ PREPARED!

REVERSIBLE

SAVE

☐ PREPARED!

REVERSIBLE

SAVE

☐ PREPARED!

REVERSIBLE

SAVE

☐ PREPARED!

REVERSIBLE

SAVE

☐ PREPARED!

REVERSIBLE

SAVE

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

Dwarf

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

14

+1

CONSTITUTION
*Hit Points,
Daily Travel Distance*

12

DEXTERITY
*AC, Ranged AB,
Initiative*

10

INTELLIGENCE
*Saves vs Magic,
Languages*

12

STRENGTH
*Melee AB,
Open Doors*

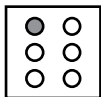
9

WISDOM
Saves vs Non-Magic

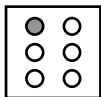
6

-1

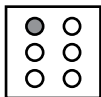
Architecture 3



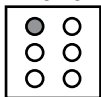
Bushcraft 1



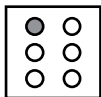
Climbing 1



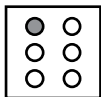
Languages 1



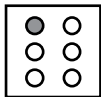
Search 1



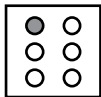
Sleight of Hand 1



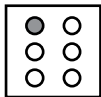
Sneak Attack 0



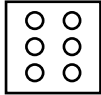
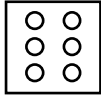
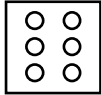
Stealth 1



Tinkering 1



Open Doors 1



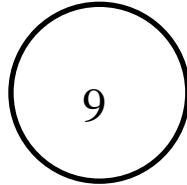
Age / Sex

Current XP

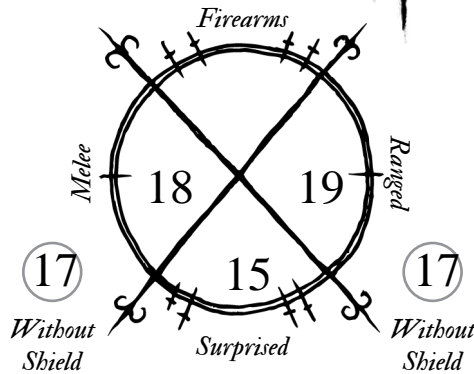
Next Level

MAXIMUM HP

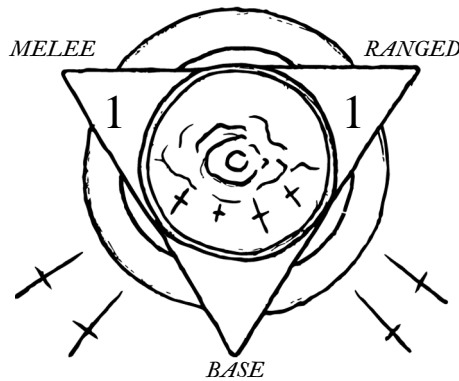
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

11

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

9

POISON
*Instant Death/
KO Situations*

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BREATH
WEAPON
Area Effects

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- 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

Standard Sword

1d8

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

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5	Overencumbered	0	0	0	0

Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

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