

WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

~ Lawful ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
Loyalty,
Retainer Recruitment

9

CONSTITUTION
Hit Points,
Daily Travel Distance

16

+2

DEXTERITY
AC, Ranged AB,
Initiative

10

INTELLIGENCE
Saves vs Magic,
Languages

10

STRENGTH
Melee AB,
Open Doors

14

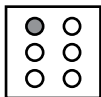
+1

WISDOM
Saves vs Non-Magic

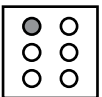
17

+2

Architecture 1



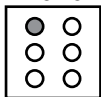
Bushcraft 1



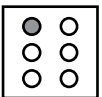
Climbing 1



Languages 1



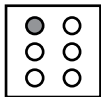
Search 1



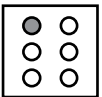
Sleight of Hand 1



Sneak Attack 0



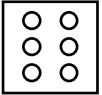
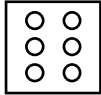
Stealth 1



Tinkering 1



Open Doors 2



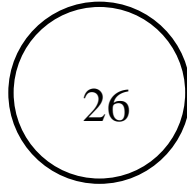
Age / Sex

Current XP

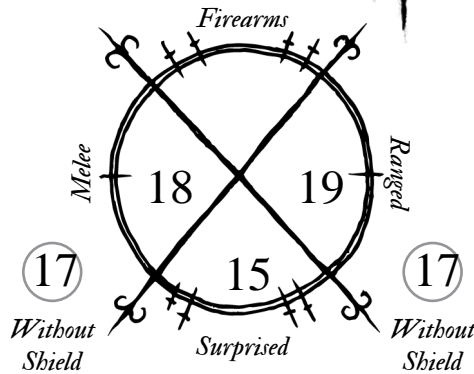
Next Level

MAXIMUM HP

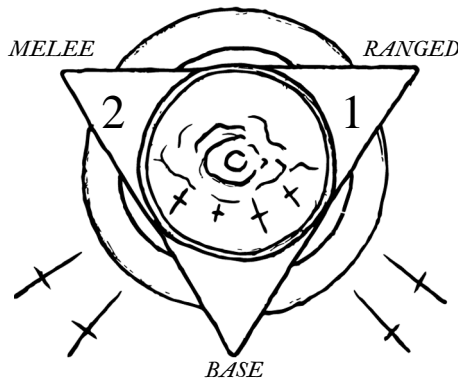
CURRENT HP



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

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

Range

Firearms

Name

Damage

S

M (-)

L (-)

RoF

AP (S/All)

Shots

Spear

1d6

10

20

60

Spear	1	
Chain Armor	2	
day of Rations	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
	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	

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

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