

# WEIRD FANTASY ROLE-PLAYING

~ Elf ~

~ Chaotic ~

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

14

+1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

10

DEXTERITY  
*AC, Ranged AB,  
Initiative*

6

-1

INTELLIGENCE  
*Saves vs Magic,  
Languages*

12

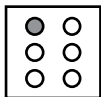
STRENGTH  
*Melee AB,  
Open Doors*

9

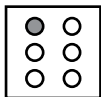
WISDOM  
*Saves vs Non-Magic*

12

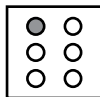
Architecture 1



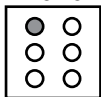
Bushcraft 1



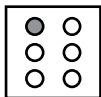
Climbing 1



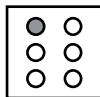
Languages 1



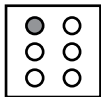
Search 4



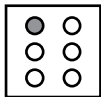
Sleight of Hand 1



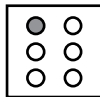
Sneak Attack 0



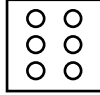
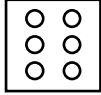
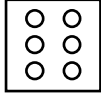
Stealth 1



Tinkering 1



Open Doors 1



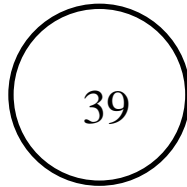
Age / Sex

Current XP

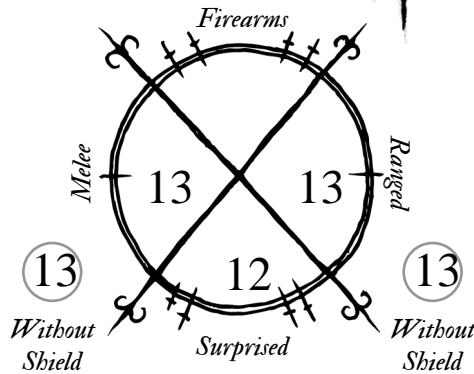
Next Level

MAXIMUM HP

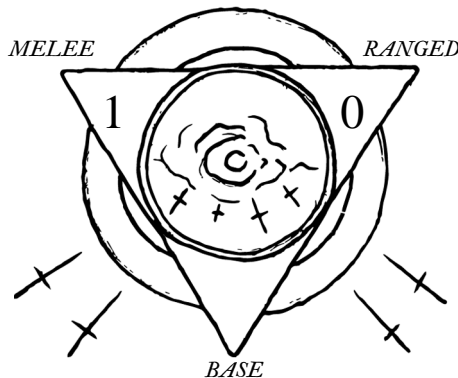
CURRENT HP



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

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

Range

Firearms

Name	Damage	S	M (- )	L (- )	RoF	AP (S/All)	Shots
Standard Sword	1d8						
Dagger	1d4	10	20	30			
Shortbow	1d6	50	300	450			16 Arrows

Leather Armor	1	
Standard Sword	2	
Dagger	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Lamp With 4 Flasks oil	7	
Quiver - 16 Arrows	8	
Scroll Case: Local map	9	
Holy Water	10	
2 day's Rations	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

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Backpack
Sack
Chalk
Soap
Steel Mirror

GP:  
SP:  
CP: 4  
GEMS:

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

# Spells

NAME	DURATION	RANGE	EFFECT	Pg.
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

