

WEIRD FANTASY ROLE-PLAYING

Elf

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
15 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
11

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

INTELLIGENCE
*Saves vs Magic,
Languages*
14 +1

STRENGTH
*Melee AB,
Open Doors*
9

WISDOM
Saves vs Non-Magic
7 -1

Architecture 1 Bushcraft 1 Climbing 1

Languages 2 Search 2 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

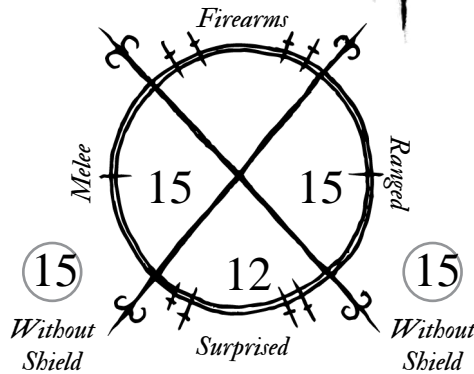
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

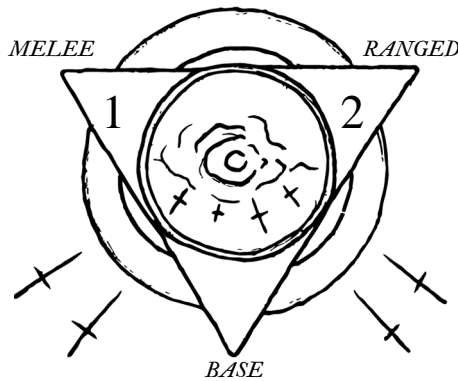
4



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

14 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*

14 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
Standard Sword	1d8							
Shortbow	1d6	50	300	450				14 Arrows

Leather Armor	1	
Standard Sword	2	
3 Torches	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Quiver - 14 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
<div></div>	<div></div>

1

Plate/Full Armor: +2 Encumbrance

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

NON-ENCUMBERING

Soap

GEMS:

$$I_{gp} = \zeta_{osp} = \zeta_{oocp}$$

Spells

[illegible]

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
14 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
7 -1

DEXTERITY
*AC, Ranged AB,
Initiative*
13 +1

INTELLIGENCE
*Saves vs Magic,
Languages*
7 -1

STRENGTH
*Melee AB,
Open Doors*
16 +2

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Saves vs Non-Magic
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Languages 0 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 3

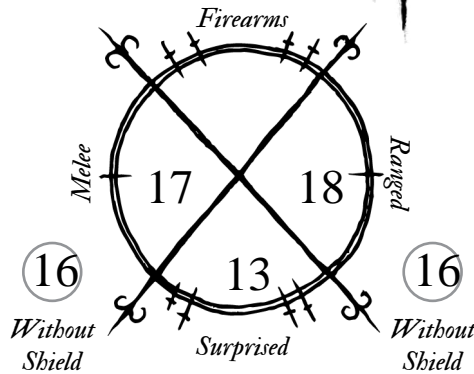
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MAXIMUM HP CURRENT HP

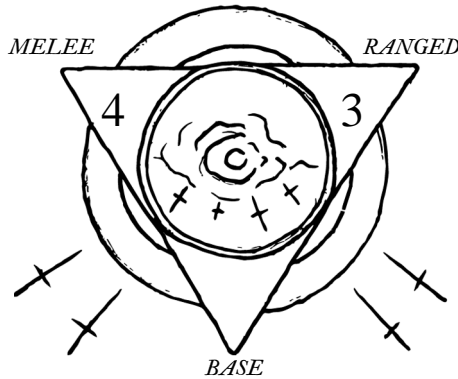
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ARMOR CLASS



ATTACK BONUS



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SAVING THROWS

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

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*Instant Death/
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- VS NON-MAGIC

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Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

Cleric

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

11

CONSTITUTION
*Hit Points,
Daily Travel Distance*

13 +1

DEXTERITY
*AC, Ranged AB,
Initiative*

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INTELLIGENCE
*Saves vs Magic,
Languages*

10

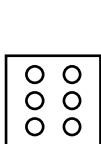
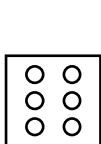
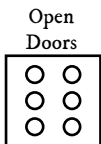
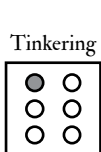
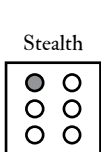
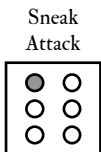
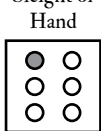
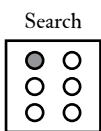
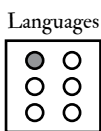
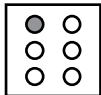
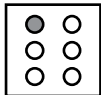
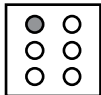
STRENGTH
*Melee AB,
Open Doors*

11

WISDOM
Saves vs Non-Magic

17 +2

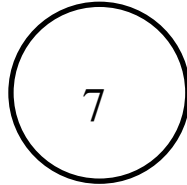
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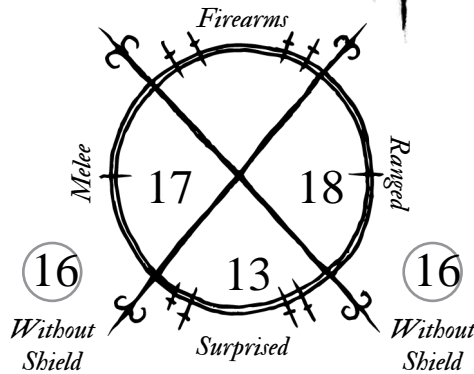
Age / Sex Current XP Next Level

MAXIMUM HP

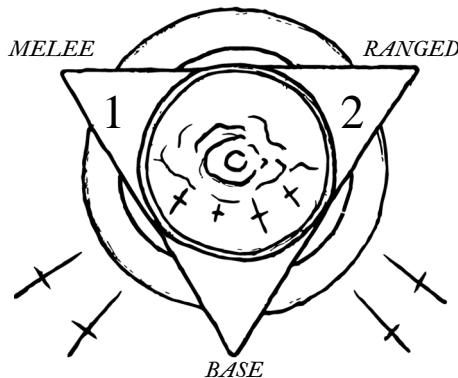
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

12

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

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POISON
*Instant Death/
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WEAPON
Area Effects

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MAGICAL DEVICE
*Spell-Like Effects
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*Spells or
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- VS NON-MAGIC

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	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.

2

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Shield

Backpack
Sack
Chalk
Wooden Cross
Soap
Iron Spike

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bless ☐ PREPARED!	Instantaneous REVERSIBLE No	Touch	Give 1d6 + level points to spend on rolls (except damage). Doesn't work on elves. SAVE No	92
Command ☐ 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 ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Touch	Restore 1d6 + caster level HP, or remove one negative temporary condition. SAVE No	98
Detect Evil ☐ 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 ☐ 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 ☐ 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 ☐ PREPARED!	Instantaneous REVERSIBLE Yes	30'	Purify food and water for up to a dozen people. SAVE No	125
Remove Fear ☐ 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 ☐ 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 ☐ 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

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

12

CONSTITUTION
*Hit Points,
Daily Travel Distance*

9

DEXTERITY
*AC, Ranged AB,
Initiative*

15

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

17

+2

STRENGTH
*Melee AB,
Open Doors*

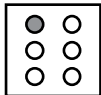
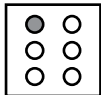
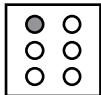
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+1

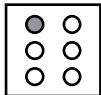
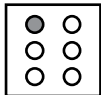
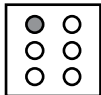
WISDOM
Saves vs Non-Magic

12

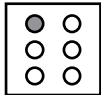
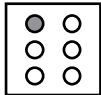
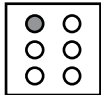
Architecture 1 Bushcraft 1 Climbing 1



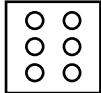
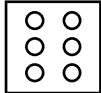
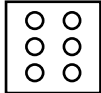
Languages 3 Search 1 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



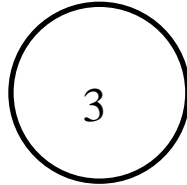
Open Doors 2



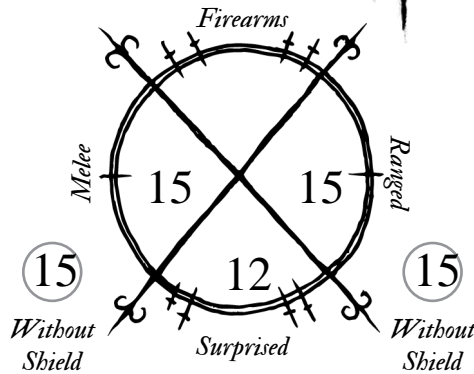
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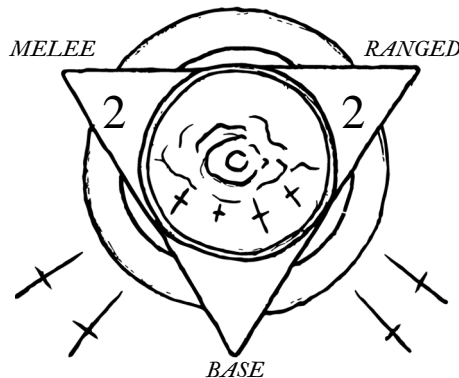
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

Range

Firearms

Name Damage S M (-) L (-) RoF AP (S/All) Shots

Garotte 1d6

Standard Sword 1d8

SAVING THROWS

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PARALYZE
*Mobility Hazards
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*Instant Death/
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WEAPON
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Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

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Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Identify	Instantaneous	Touch	Reveal one magical property of an item. Requires laboratory worth 1000 sp.	110
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Sure, swing it around, see what happens. Just let me move behind this lead wall...				
Message	Instantaneous	60' + 10'/level	Point at someone and speak a whisper only they can hear. Easily hidden.	116
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Great fun at parties.				
Read Magic	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.)	125
<input checked="" type="checkbox"/> 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.				
Sleep	d4 turns	30' + 10'/level	Put 2d8 HD of creatures with 4+1 HD to sleep. If higher HD, only 1 creature.	129
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
I slit many sleeping throats in my adventuring days, apprentice. You get used to the sound they make after a while.				
Summon	Varies	10'	Summon a unique, horrifyingly powerful entity. Hope you can control it.	134
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Do not speak of what happened to the academy in the east. Do not speak its name. Do not ask again.				
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

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*Loyalty,
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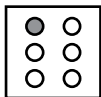
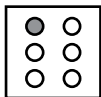
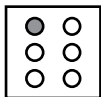
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WISDOM
Saves vs Non-Magic

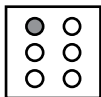
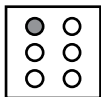
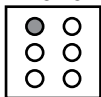
14

+1

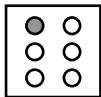
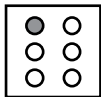
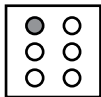
Architecture 1 Bushcraft 1 Climbing 1



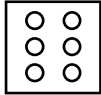
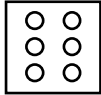
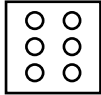
Languages 1 Search 1 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



Open Doors 1



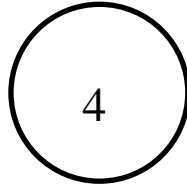
Age / Sex

Current XP

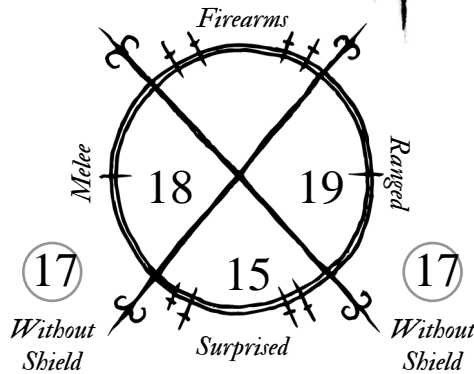
Next Level

MAXIMUM HP

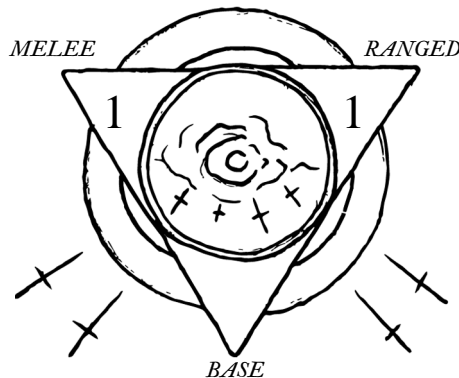
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

13

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

10

POISON
*Instant Death/
KO Situations*

15

BREATH
WEAPON
Area Effects

11

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	

[illegible]

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

GP:
SP:
CP:
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bless ☐ PREPARED!	Instantaneous REVERSIBLE No	Touch	Give 1d6 + level points to spend on rolls (except damage). Doesn't work on elves. SAVE No	92
Command ☐ 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 ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Touch	Restore 1d6 + caster level HP, or remove one negative temporary condition. SAVE No	98
Detect Evil ☐ 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 ☐ 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 ☐ 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 ☐ PREPARED!	Instantaneous REVERSIBLE Yes	30'	Purify food and water for up to a dozen people. SAVE No	125
Remove Fear ☐ 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 ☐ 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 ☐ 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

WEIRD FANTASY ROLE-PLAYING

Halfling

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

11

CONSTITUTION
*Hit Points,
Daily Travel Distance*

16 +2

DEXTERITY
*AC, Ranged AB,
Initiative*

9

INTELLIGENCE
*Saves vs Magic,
Languages*

15 +1

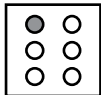
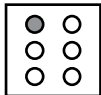
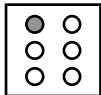
STRENGTH
*Melee AB,
Open Doors*

14 +1

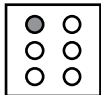
WISDOM
Saves vs Non-Magic

7 -1

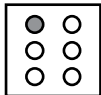
Architecture 1 Bushcraft 3 Climbing 1



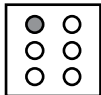
Languages 2



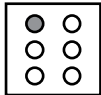
Search 1



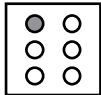
Sleight of Hand 1



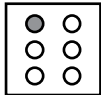
Sneak Attack 0



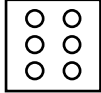
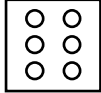
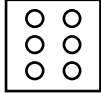
Stealth 5



Tinkering 1



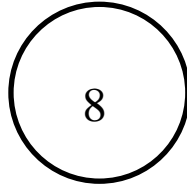
Open Doors 2



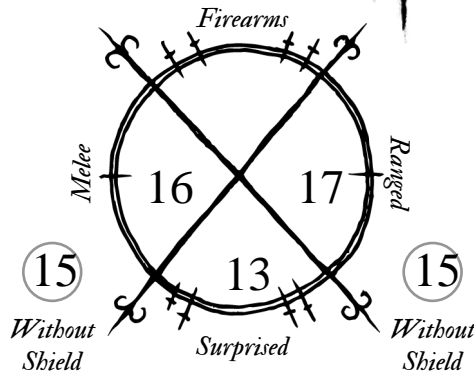
Age / Sex Current XP Next Level

MAXIMUM HP

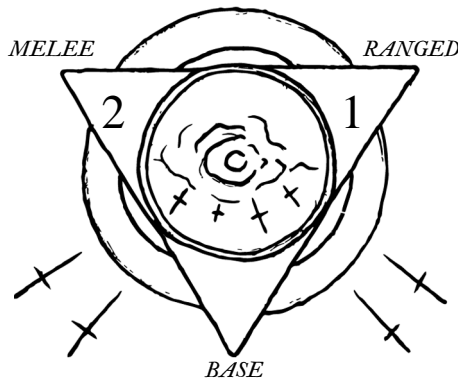
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

11

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

9

POISON
*Instant Death/
KO Situations*

14

BREATH
WEAPON
Area Effects

10

MAGICAL DEVICE
*Spell-Like Effects
from Items*

11

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
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
15 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
5 -2

DEXTERITY
*AC, Ranged AB,
Initiative*
11

INTELLIGENCE
*Saves vs Magic,
Languages*
11

STRENGTH
*Melee AB,
Open Doors*
11

WISDOM
Saves vs Non-Magic
13 +1

Architecture 1 Bushcraft 1 Climbing 1

Languages 1 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

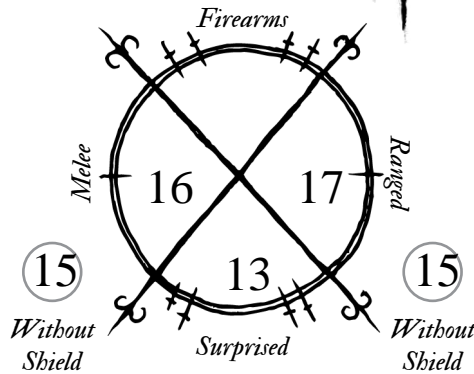
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

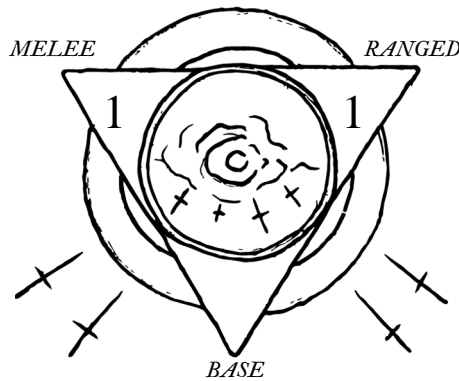
4



ARMOR CLASS



ATTACK BONUS



WEAPONS

Range

Firearms

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	Shots
Mace	1d8						
Mace	1d8						

SAVING THROWS

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

10 POISON
*Instant Death/
KO Situations*

15 BREATH
WEAPON
Area Effects

11 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

Mace	1	
Leather 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	

The diagram consists of two vertical rectangular boxes side-by-side. The left box is labeled 'Known' at the top, and the right box is labeled 'Unknown' at the top. Both boxes are empty, representing a structured space for knowledge organization.

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

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

ARCANAS +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

~ Halfling ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
14 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
11

DEXTERITY
*AC, Ranged AB,
Initiative*
9

INTELLIGENCE
*Saves vs Magic,
Languages*
11

STRENGTH
*Melee AB,
Open Doors*
12

WISDOM
Saves vs Non-Magic
8 -1

Architecture 1 Bushcraft 3 Climbing 1

Languages 1 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 5 Tinkering 1

Open Doors 1

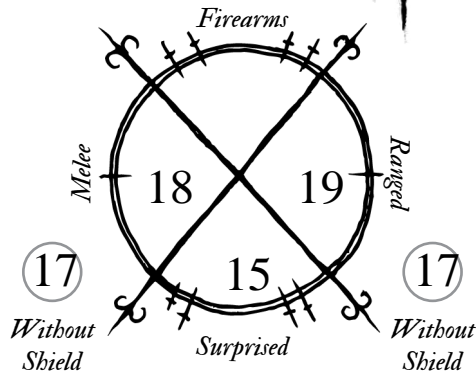
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

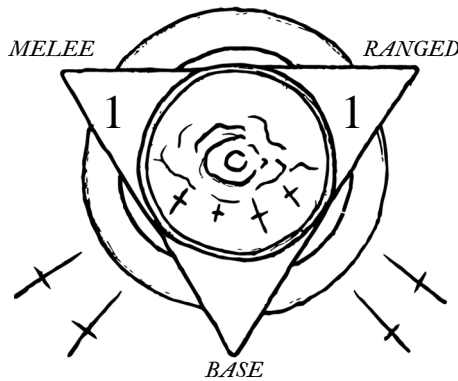
4



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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

9 POISON
*Instant Death/
KO Situations*

14 BREATH
WEAPON
Area Effects

10 MAGICAL DEVICE
*Spell-Like Effects
from Items*

12 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
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○ AC +2 / ○ AC +4
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(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			
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
	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
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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