

# WEIRD FANTASY ROLE-PLAYING

## Dwarf

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

11

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

13 +1

DEXTERITY  
*AC, Ranged AB,  
Initiative*

6 -1

INTELLIGENCE  
*Saves vs Magic,  
Languages*

11

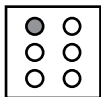
STRENGTH  
*Melee AB,  
Open Doors*

14 +1

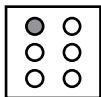
WISDOM  
*Saves vs Non-Magic*

12

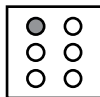
Architecture 3



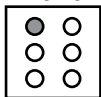
Bushcraft 1



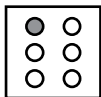
Climbing 1



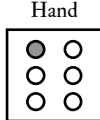
Languages 1



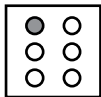
Search 1



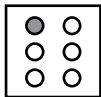
Sleight of Hand 1



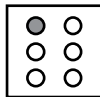
Sneak Attack 0



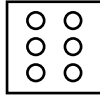
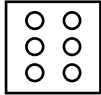
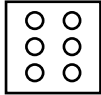
Stealth 1



Tinkering 1



Open Doors 2



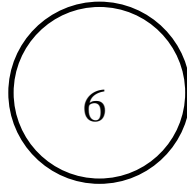
Age / Sex

Current XP

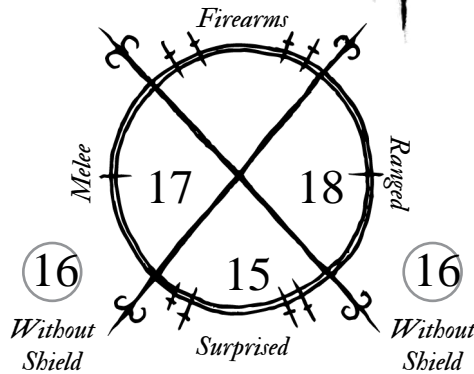
Next Level

MAXIMUM HP

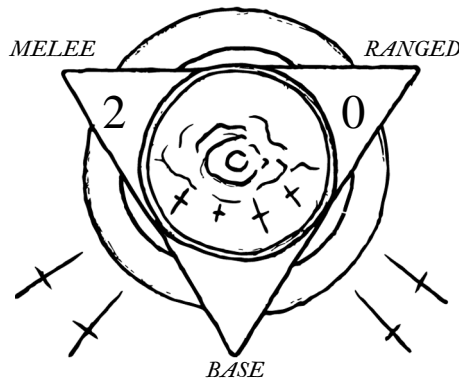
CURRENT HP



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

10

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*

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
- 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

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	

The diagram consists of two adjacent rectangular frames. The left frame contains the word "Known" centered near its top edge. The right frame contains the word "Unknown" centered near its top edge.

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](http://lastgaspgrimoire.com)

# WEIRD FANTASY ROLE-PLAYING

## Dwarf

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment* 13 +1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance* 12

DEXTERITY  
*AC, Ranged AB,  
Initiative* 8 -1

INTELLIGENCE  
*Saves vs Magic,  
Languages* 9

STRENGTH  
*Melee AB,  
Open Doors* 10

WISDOM  
*Saves vs Non-Magic* 9

Architecture 3 Bushcraft 1 Climbing 1

Languages 1 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

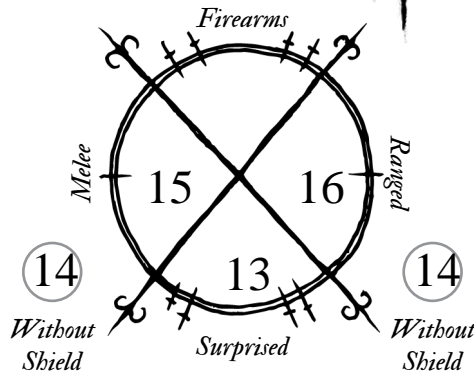
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

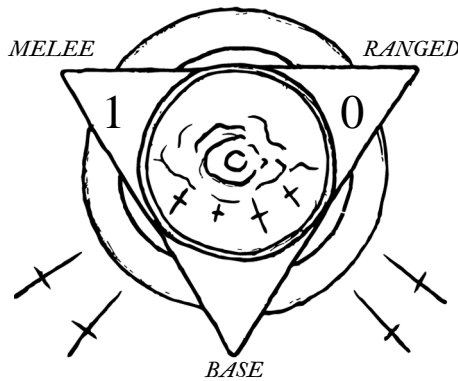
6



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

10 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*

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
- 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			
Standard Sword	1d8							
Dagger	1d4	10		20	30			
Short bow	1d6	50		300	450			20 Arrows

Spear	1	
Dagger	2	
Standard Sword	3	
Leather Armor	4	
day of Rations	5	
3 Torches	6	+1 Enc
Tinderbox	7	
50' Rope	8	
Short bow	9	
Quiver With 20 Arrows	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 identical vertical rectangles placed side-by-side. Each rectangle has a double-line border. Inside each rectangle, near the top edge, is a label. The left rectangle is labeled "Known" and the right rectangle is labeled "Unknown". Both labels are centered horizontally within their respective rectangles.

1

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
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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:

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# WEIRD FANTASY ROLE-PLAYING

## Dwarf

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*  
14 +1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*  
13 +1

DEXTERITY  
*AC, Ranged AB,  
Initiative*  
6 -1

INTELLIGENCE  
*Saves vs Magic,  
Languages*  
10

STRENGTH  
*Melee AB,  
Open Doors*  
14 +1

WISDOM  
*Saves vs Non-Magic*  
7 -1

Architecture 3 Bushcraft 1 Climbing 1

Languages 1 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 2

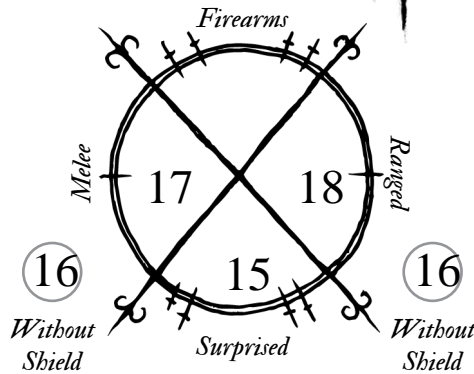
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

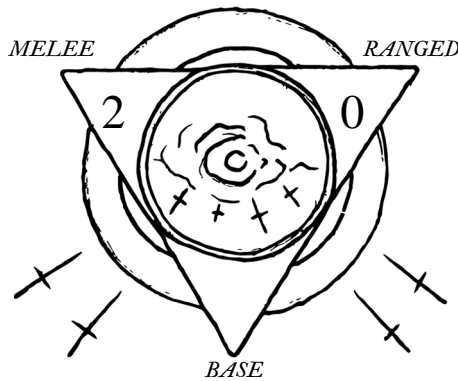
9



### 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
- 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			
2 Daggers	1d4	10		20	30			

Spear	1	
2 Daggers	2	
Chain 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	

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:

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# WEIRD FANTASY ROLE-PLAYING

## Specialist

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

10

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

6

-1

DEXTERITY  
*AC, Ranged AB,  
Initiative*

15

+1

INTELLIGENCE  
*Saves vs Magic,  
Languages*

8

-1

STRENGTH  
*Melee AB,  
Open Doors*

13

+1

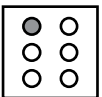
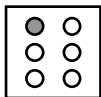
WISDOM  
*Saves vs Non-Magic*

9

Architecture 2

Bushcraft 1

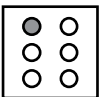
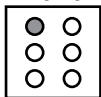
Climbing 1



Languages 1

Search 1

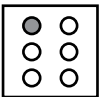
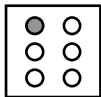
Sleight of Hand 1



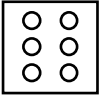
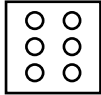
Sneak Attack 0

Stealth 1

Tinkering 2



Open Doors 3



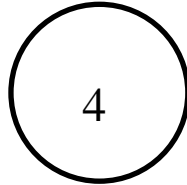
Age / Sex

Current XP

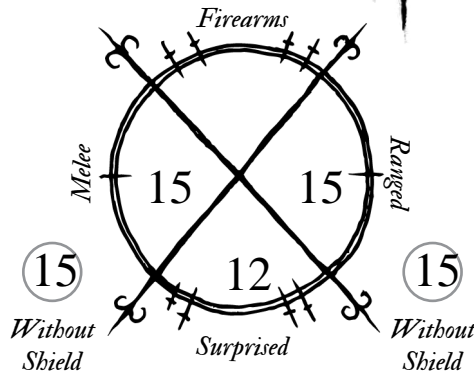
Next Level

MAXIMUM HP

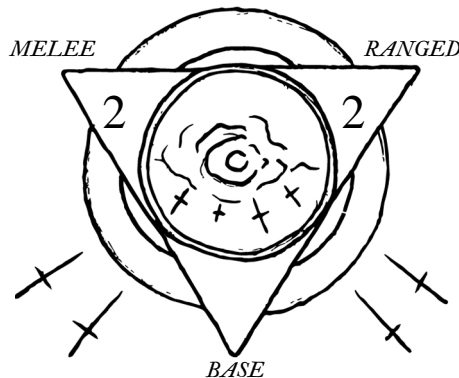
CURRENT HP



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

14

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

16

POISON  
*Instant Death/  
KO Situations*

15

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

Range

Firearms

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

Leather Armor	1	
Specialist Tools	2	
Standard Sword	3	
2 Daggers	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
Shortbow	8	
Quiver - 20 Arrows	9	
2 day's Rations	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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5	Overencumbered	0	0	0	0

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Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:

SP:

CP: 1

GEMS:

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



# WEIRD FANTASY ROLE-PLAYING

## Cleric

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

11

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

14

+1

DEXTERITY  
*AC, Ranged AB,  
Initiative*

9

INTELLIGENCE  
*Saves vs Magic,  
Languages*

10

STRENGTH  
*Melee AB,  
Open Doors*

8

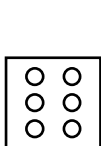
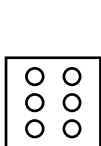
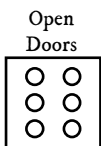
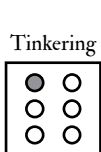
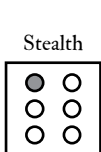
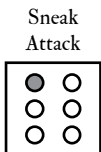
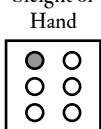
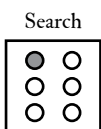
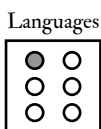
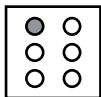
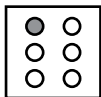
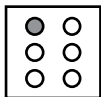
-1

WISDOM  
*Saves vs Non-Magic*

13

+1

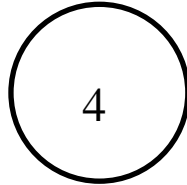
Architecture 1 Bushcraft 1 Climbing 1



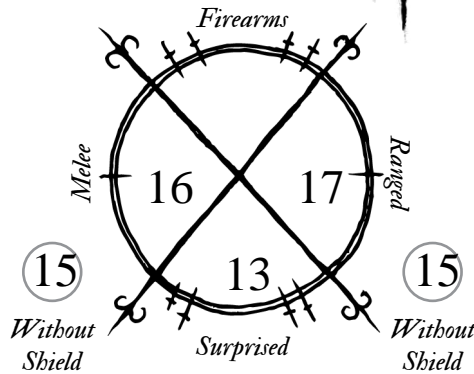
Age / Sex Current XP Next Level

MAXIMUM HP

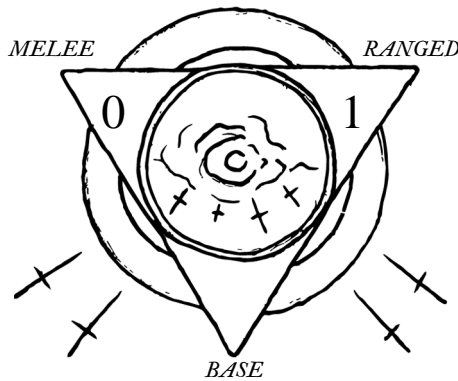
CURRENT HP



### 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

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

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.
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

Elf

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

10

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

12

DEXTERITY  
*AC, Ranged AB,  
Initiative*

15

+1

INTELLIGENCE  
*Saves vs Magic,  
Languages*

15

+1

STRENGTH  
*Melee AB,  
Open Doors*

14

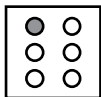
+1

WISDOM  
*Saves vs Non-Magic*

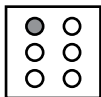
14

+1

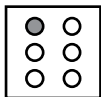
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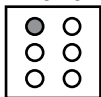
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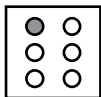
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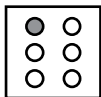
Languages 2



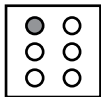
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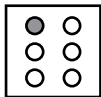
Sleight of Hand 1



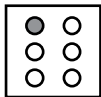
Sneak Attack 0



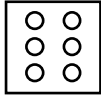
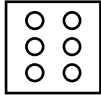
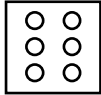
Stealth 1



Tinkering 1



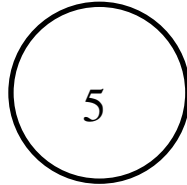
Open Doors 2



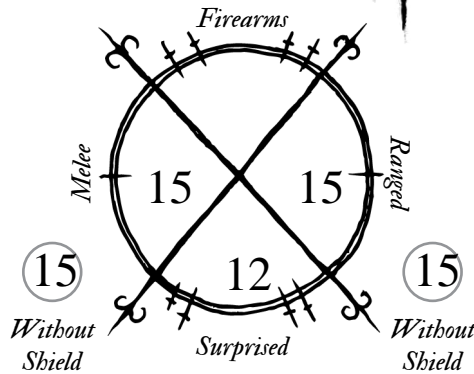
Age / Sex      Current XP      Next Level

MAXIMUM HP

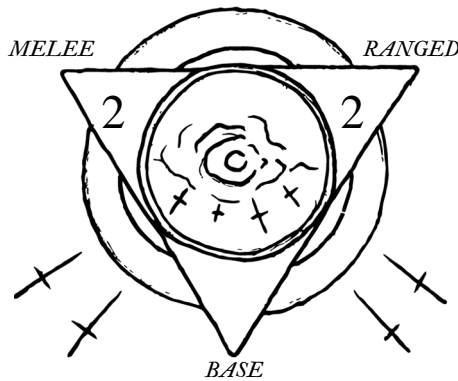
CURRENT HP



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

12

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

11

POISON  
*Instant Death/  
KO Situations*

14

BREATH  
WEAPON  
*Area Effects*

12

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

Range

Firearms

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



# Spells

[illegible]

ARCANA +  
VAGARIES



# WEIRD FANTASY ROLE-PLAYING

## Specialist

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

14 +1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

6 -1

DEXTERITY  
*AC, Ranged AB,  
Initiative*

14 +1

INTELLIGENCE  
*Saves vs Magic,  
Languages*

12

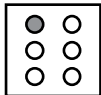
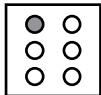
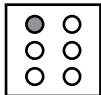
STRENGTH  
*Melee AB,  
Open Doors*

12

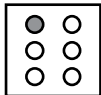
WISDOM  
*Saves vs Non-Magic*

9

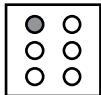
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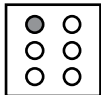
Languages 1



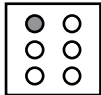
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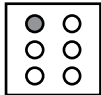
Sleight of Hand 1



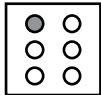
Sneak Attack 0



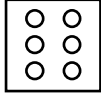
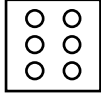
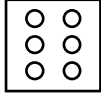
Stealth 1



Tinkering 1



Open Doors 1



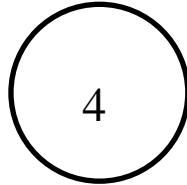
Age / Sex

Current XP

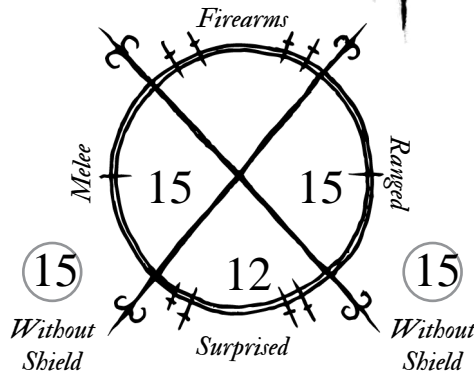
Next Level

MAXIMUM HP

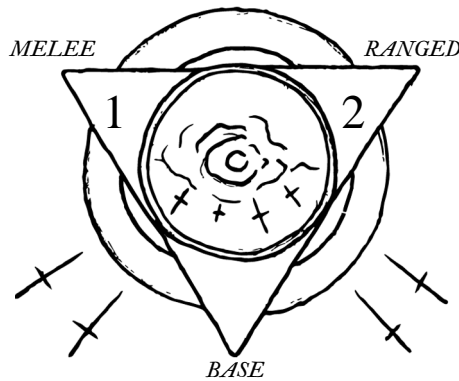
CURRENT HP



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

14

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

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KO Situations*

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- 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

Garotte

1d6

Short Sword

1d6

Leather Armor	1	
Specialist Tools	2	
Short Sword	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
1 day's Rations	7	
1 sp 11 Cp	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
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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Garotte
Backpack
Sack
Chalk
Soap

GP:  
SP: 1 sp  
CP: 11 Cp  
GEMS:

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