

# WEIRD FANTASY ROLE-PLAYING

~ **Fighter** 1 ~

Name

Class / Level

Alignment

## ABILITY SCORES

**CHARISMA**  
*Loyalty, Retainer Recruitment*  
13 +1

**CONSTITUTION**  
*Hit Points, Daily Travel Distance*  
8 -1

**DEXTERITY**  
*AC, Ranged AB, Initiative*  
11

**INTELLIGENCE**  
*Saves vs Magic, Languages*  
8 -1

**STRENGTH**  
*Melee AB, Open Doors*  
13 +1

**WISDOM**  
*Saves vs Non-Magic*  
12

Architecture 1 Bushcraft 1 Climbing 1

Languages 0 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 2

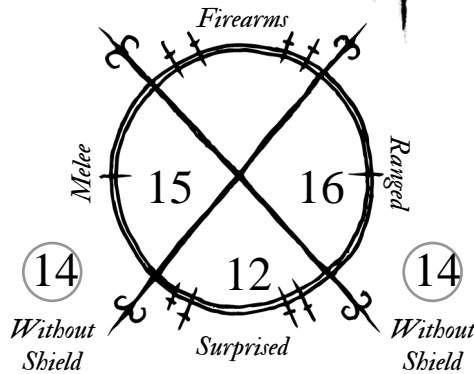
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

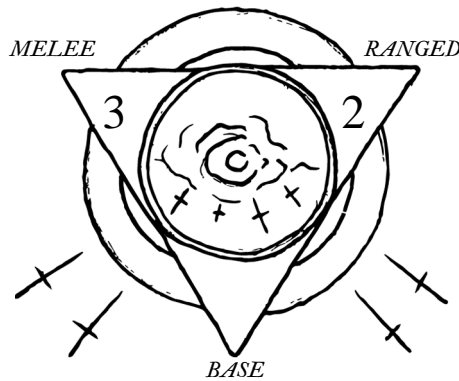
8



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

14 **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*

17 **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			
Standard Sword	1d8							
Short bow	1d6	50	300	450				10 Arrows

Spear	1	
Standard Sword	2	
Leather Armor	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
Short bow	8	
Quiver With 10 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	

The diagram illustrates a two-column knowledge structure. The left column is labeled "Known" and the right column is labeled "Unknown". Both columns are represented by large, empty rectangular boxes with double borders, indicating areas for content. The labels "Known" and "Unknown" are positioned at the top center of their respective boxes in a bold, black, serif font.

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)