

WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
16 +2

CONSTITUTION
*Hit Points,
Daily Travel Distance*
11

DEXTERITY
*AC, Ranged AB,
Initiative*
9

INTELLIGENCE
*Saves vs Magic,
Languages*
10

STRENGTH
*Melee AB,
Open Doors*
7 -1

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 0

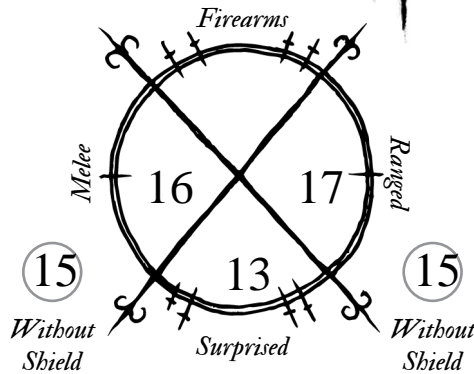
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

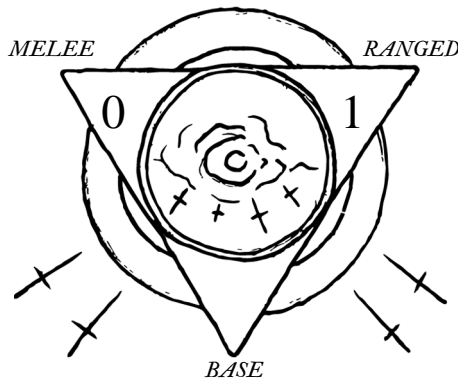
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ARMOR CLASS



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			
Short bow	1d6	50	300	450				10 Arrows

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

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

Backpack

Sack

Chalk

Wooden Cross

Soap

Iron Spike

GP:
SP:
CP:
GEMS:

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