

WEIRD FANTASY ROLE-PLAYING

~ Elf ~

~ Chaotic ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

11

DEXTERITY
*AC, Ranged AB,
Initiative*

9

INTELLIGENCE
*Saves vs Magic,
Languages*

12

STRENGTH
*Melee AB,
Open Doors*

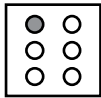
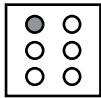
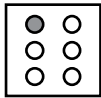
14

+1

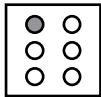
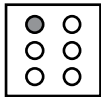
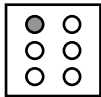
WISDOM
Saves vs Non-Magic

10

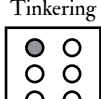
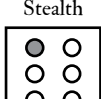
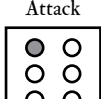
Architecture 1 Bushcraft 1 Climbing 1



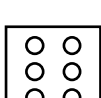
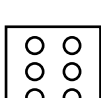
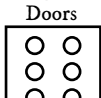
Languages 1 Search 6 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



Open Doors 2



Age / Sex Current XP Next Level

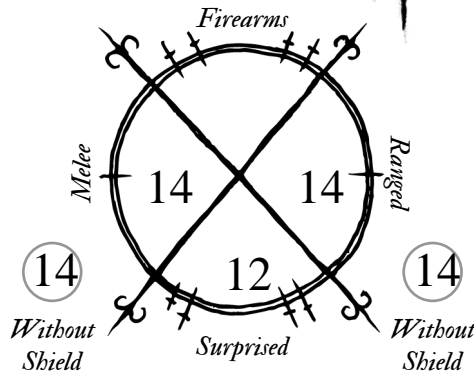
MAXIMUM HP

CURRENT HP

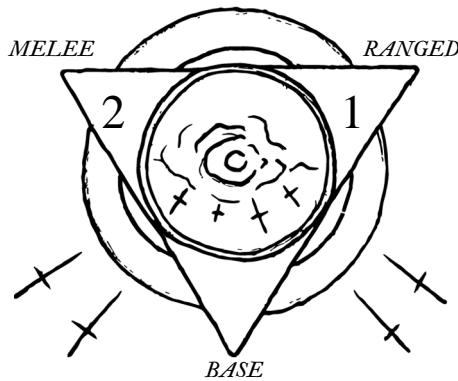
41



ARMOR CLASS



ATTACK BONUS



WEAPONS

Range

Firearms

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

SAVING THROWS

5

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

4

POISON
*Instant Death/
KO Situations*

5

BREATH
WEAPON
Area Effects

5

MAGICAL DEVICE
*Spell-Like Effects
from Items*

7

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

Leather Armor	1	
Standard Sword	2	
2 Daggers	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
1 day's Rations	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

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

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

Conceived at 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

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ARCANA + VAGARIES

