

WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

6

-1

DEXTERITY
*AC, Ranged AB,
Initiative*

14

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

8

-1

STRENGTH
*Melee AB,
Open Doors*

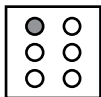
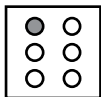
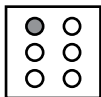
13

+1

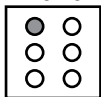
WISDOM
Saves vs Non-Magic

10

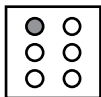
Architecture 1 Bushcraft 1 Climbing 1



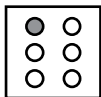
Languages 0



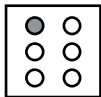
Search 1



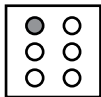
Sleight of Hand 1



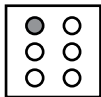
Sneak Attack 0



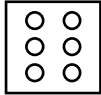
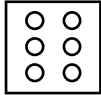
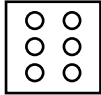
Stealth 1



Tinkering 5



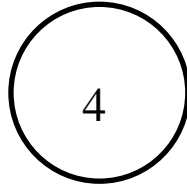
Open Doors 2



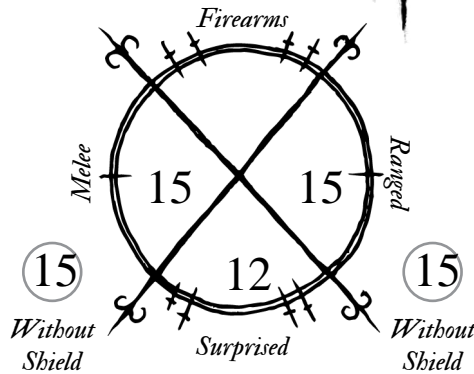
Age / Sex Current XP Next Level

MAXIMUM HP

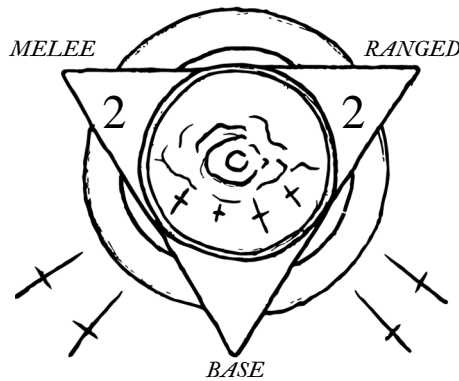
CURRENT HP



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
Dagger	1d4	10	20	30			

Leather Armor	1	
Specialist Tools	2	
Dagger	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

Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
14 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
10

DEXTERITY
*AC, Ranged AB,
Initiative*
16 +2

INTELLIGENCE
*Saves vs Magic,
Languages*
8 -1

STRENGTH
*Melee AB,
Open Doors*
10

WISDOM
Saves vs Non-Magic
11

Architecture 1 Bushcraft 1 Climbing 2

Languages 0 Search 2 Sleight of Hand 1

Sneak Attack 1 Stealth 2 Tinkering 1

Open Doors 1

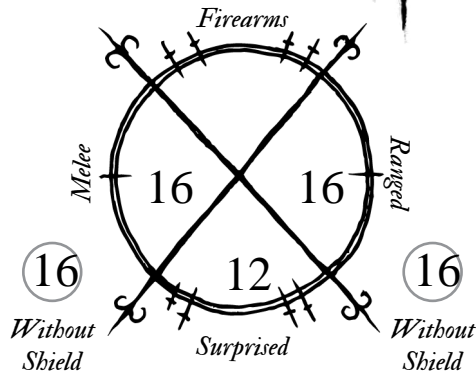
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

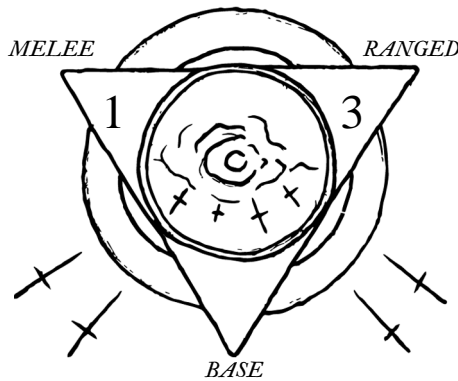
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ARMOR CLASS



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

Name	Damage	S	Range	M (-)	L (-)	RoF	Firearms	Shots
Garotte	1d6							
Standard Sword	1d8							
Dagger	1d4	10	20	30				
Shortbow	1d6	50	300	450				20 Arrows

Leather Armor	1	
Specialist Tools	2	
Standard Sword	3	
Dagger	4	
Tinderbox	5	
100' Rope	6	+1 Enc
Shortbow	7	
Lamp With 4 Flasks oil	8	
Quiver - 20 Arrows	9	
Scroll Case: Local map	10	
Holy Water	11	+1 Enc
2 day's Rations	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
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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: 4

GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

Cleric

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
7 -1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
16 +2

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

INTELLIGENCE
*Saves vs Magic,
Languages*
12

STRENGTH
*Melee AB,
Open Doors*
8 -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

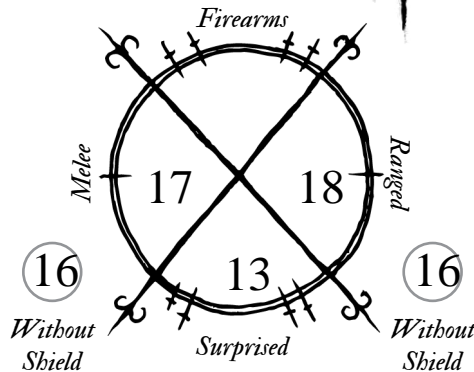
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

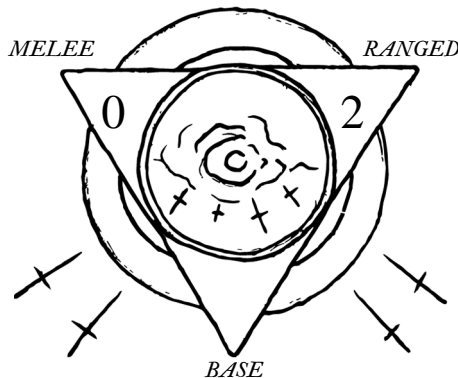
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ARMOR CLASS



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
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*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			
Mace	1d8							
Short bow	1d6	50	300	450				10 Arrows
Mace	1d8							

Spear	1	
Mace	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	

Known	Unknown

2

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
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

ARCANA +
VAGARIES