

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

9

DEXTERITY
*AC, Ranged AB,
Initiative*

9

INTELLIGENCE
*Saves vs Magic,
Languages*

10

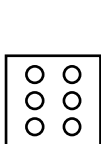
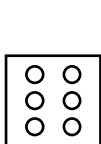
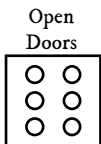
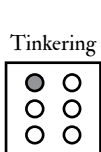
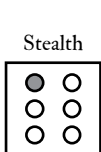
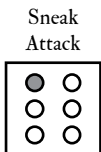
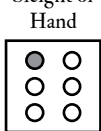
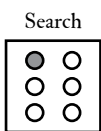
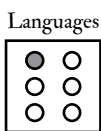
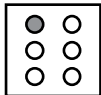
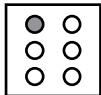
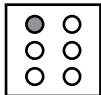
STRENGTH
*Melee AB,
Open Doors*

10

WISDOM
Saves vs Non-Magic

9

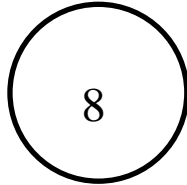
Architecture 1 Bushcraft 1 Climbing 1



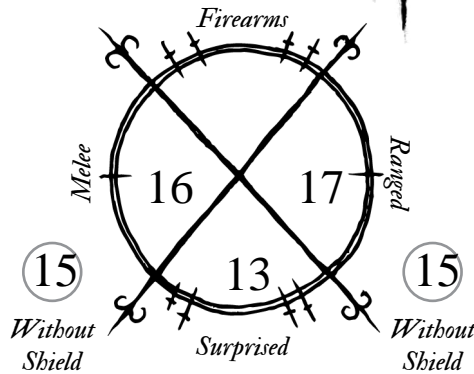
Age / Sex Current XP Next Level

MAXIMUM HP

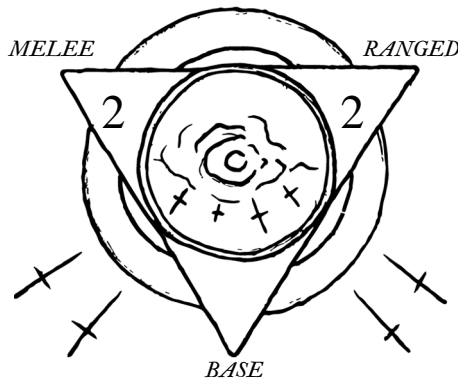
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

14

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

12

POISON
*Instant Death/
KO Situations*

15

BREATH
WEAPON
Area Effects

13

MAGICAL DEVICE
*Spell-Like Effects
from Items*

16

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 consists of two adjacent rectangular boxes, each with a double-line border. The left box is labeled "Known" at the top center, and the right box is labeled "Unknown" at the top center. Both boxes are currently empty, representing a structured space for organizing knowledge.

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

WEIRD FANTASY ROLE-PLAYING

Elf

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

12

CONSTITUTION
*Hit Points,
Daily Travel Distance*

9

DEXTERITY
*AC, Ranged AB,
Initiative*

9

INTELLIGENCE
*Saves vs Magic,
Languages*

14

+1

STRENGTH
*Melee AB,
Open Doors*

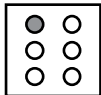
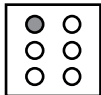
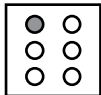
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WISDOM
Saves vs Non-Magic

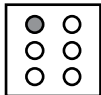
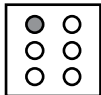
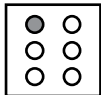
16

+2

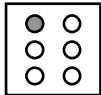
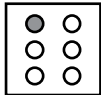
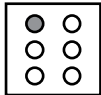
Architecture 1 Bushcraft 1 Climbing 1



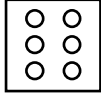
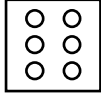
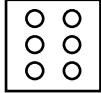
Languages 2 Search 2 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



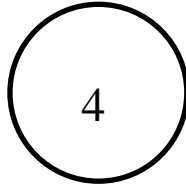
Open Doors 1



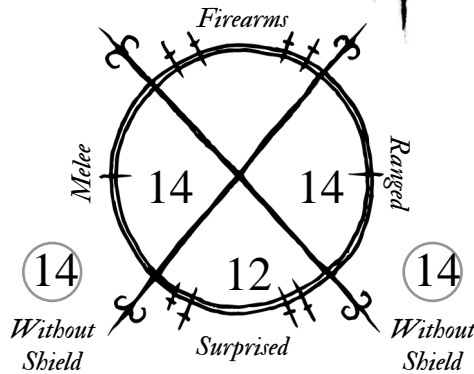
Age / Sex Current XP Next Level

MAXIMUM HP

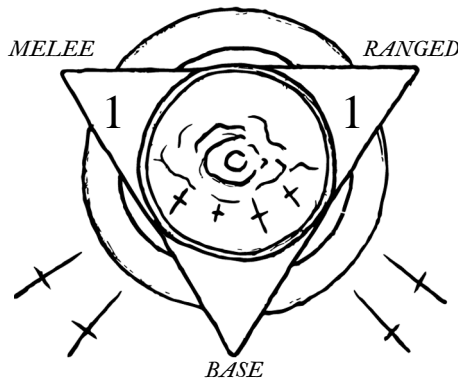
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

11

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

10

POISON
*Instant Death/
KO Situations*

13

BREATH
WEAPON
Area Effects

11

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						
Standard Sword	1d8						
2 Daggers	1d4	10	20	30			

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
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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: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

[illegible]

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

9

DEXTERITY
*AC, Ranged AB,
Initiative*

15

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

13

+1

STRENGTH
*Melee AB,
Open Doors*

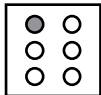
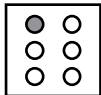
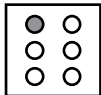
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WISDOM
Saves vs Non-Magic

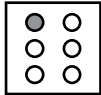
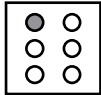
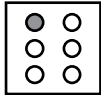
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-1

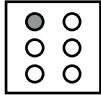
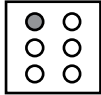
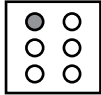
Architecture 1 Bushcraft 1 Climbing 1



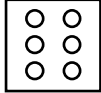
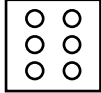
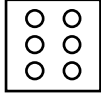
Languages 2 Search 1 Sleight of Hand 1



Sneak Attack 3 Stealth 2 Tinkering 1



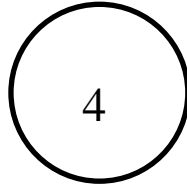
Open Doors 1



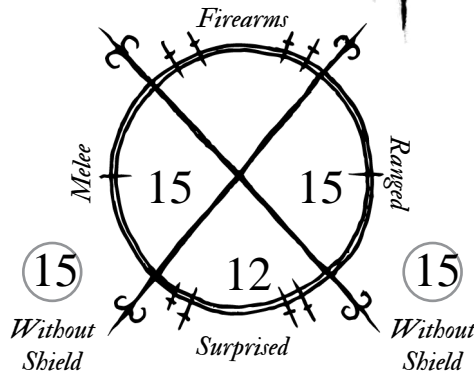
Age / Sex Current XP Next Level

MAXIMUM HP

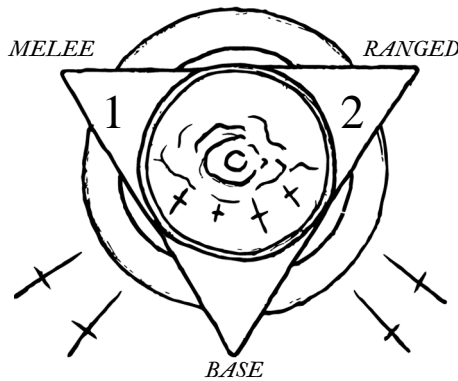
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

15

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

17

POISON
*Instant Death/
KO Situations*

16

BREATH
WEAPON
Area Effects

15

MAGICAL DEVICE
*Spell-Like Effects
from Items*

13

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
Garotte	1d6							
Standard Sword	1d8							
2 Daggers	1d4	10	20	30				

Leather Armor	1	
Specialist Tools	2	
Standard Sword	3	
2 Daggers	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
1 day's Rations	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

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5	Overencumbered	0	0	0	0

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

9

DEXTERITY
*AC, Ranged AB,
Initiative*

13

+1

INTELLIGENCE
*Saves vs Magic,
Languages*

14

+1

STRENGTH
*Melee AB,
Open Doors*

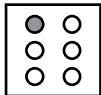
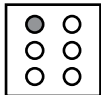
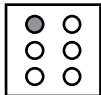
5

-2

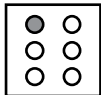
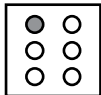
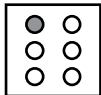
WISDOM
Saves vs Non-Magic

9

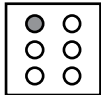
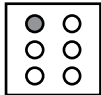
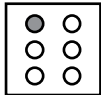
Architecture 1 Bushcraft 1 Climbing 1



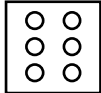
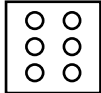
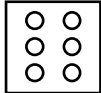
Languages 2 Search 1 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



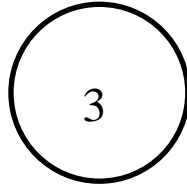
Open Doors 0



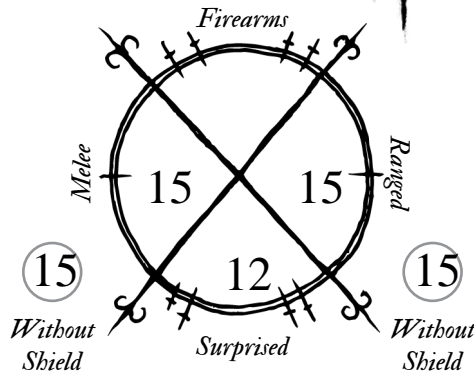
Age / Sex Current XP Next Level

MAXIMUM HP

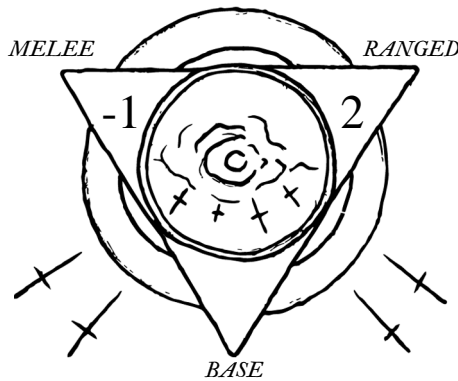
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

13

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

13

POISON
*Instant Death/
KO Situations*

16

BREATH
WEAPON
Area Effects

13

MAGICAL DEVICE
*Spell-Like Effects
from Items*

13

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							
Short Sword	1d6							
Shortbow	1d6	50	300	450				4 Arrows

Leather Armor	1	
Short Sword	2	
3 Torches	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Quiver - 4 Arrows	7	
1 day's Rations	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	

[illegible]

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

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Faerie Fire	2 rounds/level	40' radius	Light up 1 human-sized creature/level, +2 to hit them. Visible at 80' in darkness	103
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Bathe your foes in unearthly light...so the musclebound dimwits can finally spill their guts.				
Message	Instantaneous	60' + 10'/level	Point at someone and speak a whisper only they can hear. Easily hidden.	116
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Great fun at parties.				
Read Magic	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.)	125
<input checked="" type="checkbox"/> 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.				
Sleep	d4 turns	30' + 10'/level	Put 2d8 HD of creatures with 4+1 HD to sleep. If higher HD, only 1 creature.	129
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
I slit many sleeping throats in my adventuring days, apprentice. You get used to the sound they make after a while.				
Summon	Varies	10'	Summon a unique, horrifyingly powerful entity. Hope you can control it.	134
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Do not speak of what happened to the academy in the east. Do not speak its name. Do not ask again.				
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

8

-1

CONSTITUTION
*Hit Points,
Daily Travel Distance*

15

+1

DEXTERITY
*AC, Ranged AB,
Initiative*

12

INTELLIGENCE
*Saves vs Magic,
Languages*

8

-1

STRENGTH
*Melee AB,
Open Doors*

13

+1

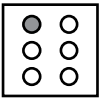
WISDOM
Saves vs Non-Magic

11

Architecture 1



Bushcraft 1



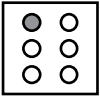
Climbing 1



Languages 0



Search 1



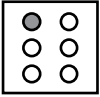
Sleight of Hand 1



Sneak Attack 0



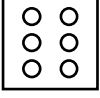
Stealth 1



Tinkering 1



Open Doors 2



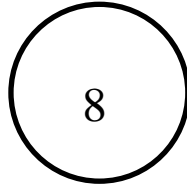
Age / Sex

Current XP

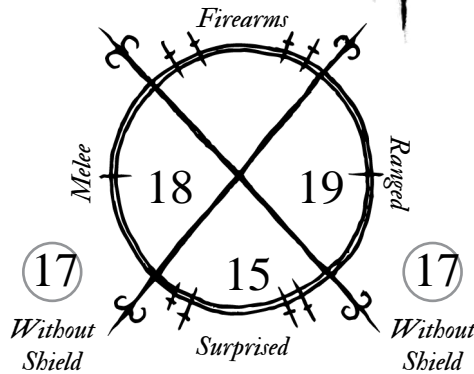
Next Level

MAXIMUM HP

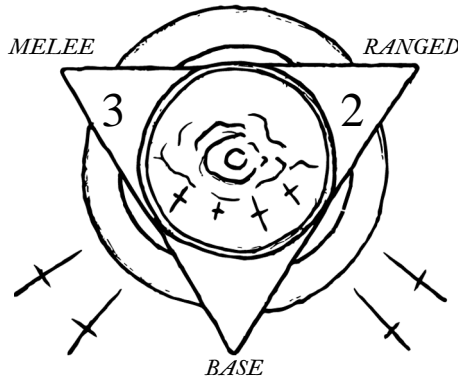
CURRENT HP



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
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○ 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

3

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5	Overencumbered	0	0	0	0

Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

~ Halfling ~

Name _____

Class / Level _____

Alignment _____

ABILITY SCORES

CHARISMA
Loyalty, Retainer Recruitment
7 -1

CONSTITUTION
Hit Points, Daily Travel Distance
13 +1

DEXTERITY
AC, Ranged AB, Initiative
10

INTELLIGENCE
Saves vs Magic, Languages
14 +1

STRENGTH
Melee AB, Open Doors
12

WISDOM
Saves vs Non-Magic
15 +1

Architecture 1 Bushcraft 3 Climbing 1

Languages 2 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 5 Tinkering 1

Open Doors 1

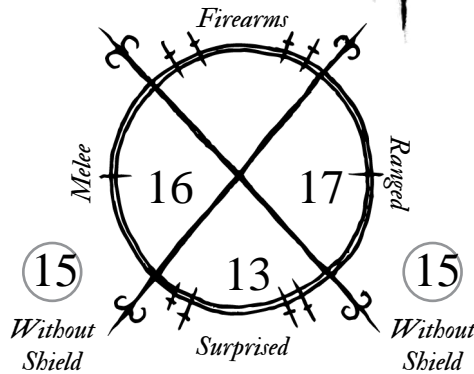
Age / Sex _____ Current XP _____ Next Level _____

MAXIMUM HP CURRENT HP

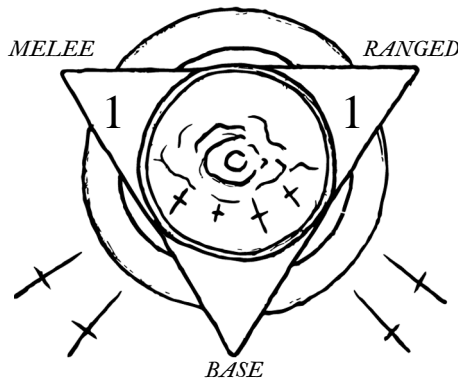
4



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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

7 POISON
Instant Death/ KO Situations

12 BREATH WEAPON
Area Effects

8 MAGICAL DEVICE
Spell-Like Effects from Items

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- Aim
(no action this round, no Dex bonus to AC)
Ranged AB +4 next round
- Parry
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○ AC +2 / ○ AC +4
- Press
(Fighters/Dwarfs/Elves)
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- Defensive
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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 consists of two large, side-by-side rectangular boxes. The left box is labeled "Known" and the right box is labeled "Unknown". Both boxes are empty, representing the domains of known and unknown information.

2

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Backpack
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Chalk
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GP:

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GEMS:

Conceived at lastgaspgrimoire.com