

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

17

+2

CONSTITUTION
*Hit Points,
Daily Travel Distance*

13

+1

DEXTERITY
*AC, Ranged AB,
Initiative*

11

INTELLIGENCE
*Saves vs Magic,
Languages*

9

STRENGTH
*Melee AB,
Open Doors*

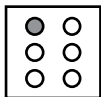
13

+1

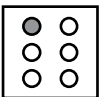
WISDOM
Saves vs Non-Magic

9

Architecture 1



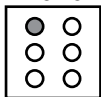
Bushcraft 1



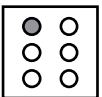
Climbing 1



Languages 1



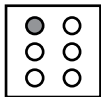
Search 1



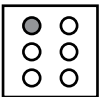
Sleight of Hand 1



Sneak Attack 0



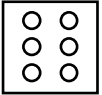
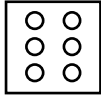
Stealth 1



Tinkering 1



Open Doors 2



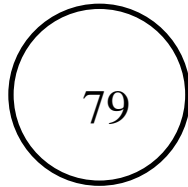
Age / Sex

Current XP

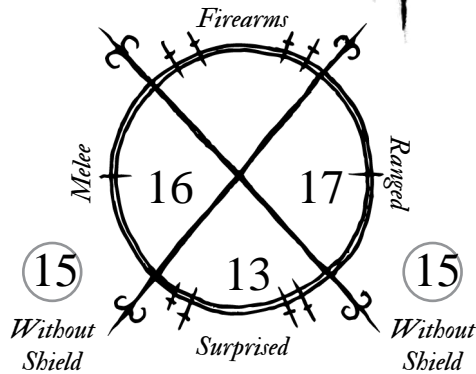
Next Level

MAXIMUM HP

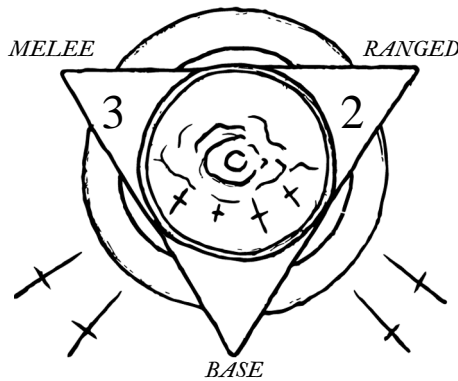
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

6

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*

8

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. The left box is labeled 'Known' at the top center. The right box is labeled 'Unknown' at the top center. Both boxes are empty, representing a state of knowledge where the 'Known' area is defined but contains no information, and the 'Unknown' area is also empty.

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