

WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

13 +1

DEXTERITY
*AC, Ranged AB,
Initiative*

15 +1

INTELLIGENCE
*Saves vs Magic,
Languages*

8 -1

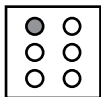
STRENGTH
*Melee AB,
Open Doors*

10

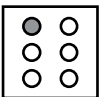
WISDOM
Saves vs Non-Magic

8 -1

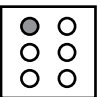
Architecture 2



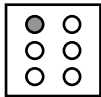
Bushcraft 1



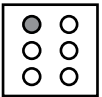
Climbing 1



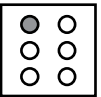
Languages 1



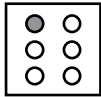
Search 1



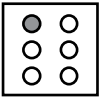
Sleight of Hand 1



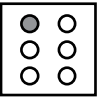
Sneak Attack 0



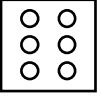
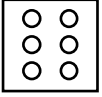
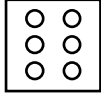
Stealth 1



Tinkering 2



Open Doors 2



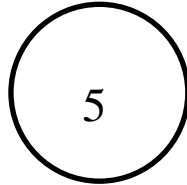
Age / Sex

Current XP

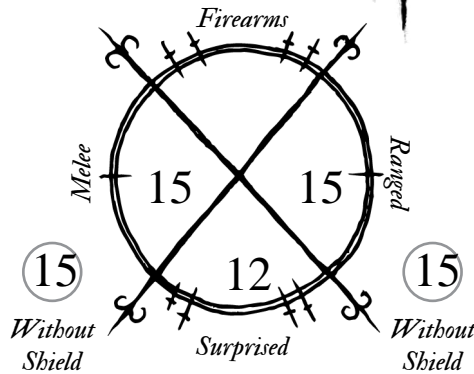
Next Level

MAXIMUM HP

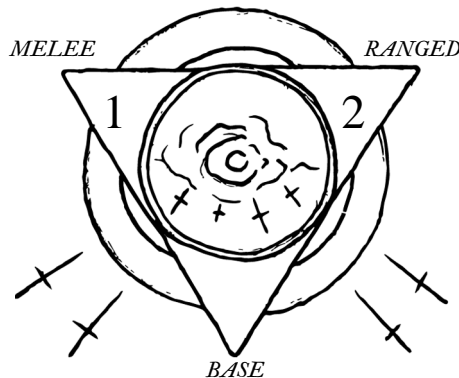
CURRENT HP



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*

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

Standard Sword

1d8

Shortbow

1d6

50

300

450

14 Arrows

Leather Armor	1	
Specialist Tools	2	
Standard Sword	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
Shortbow	7	
Quiver - 14 Arrows	8	
1 day's Rations	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

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

Dwarf

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

14

+1

DEXTERITY
*AC, Ranged AB,
Initiative*

9

INTELLIGENCE
*Saves vs Magic,
Languages*

11

STRENGTH
*Melee AB,
Open Doors*

9

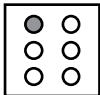
WISDOM
Saves vs Non-Magic

9

Architecture 3



Bushcraft 1



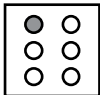
Climbing 1



Languages 1



Search 1



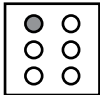
Sleight of Hand 1



Sneak Attack 0



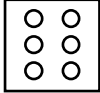
Stealth 1



Tinkering 1



Open Doors 1



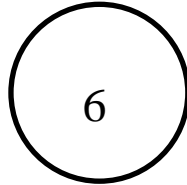
Age / Sex

Current XP

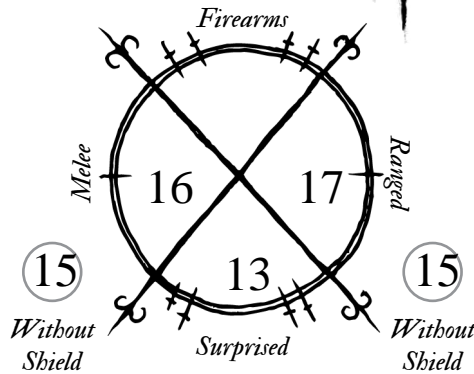
Next Level

MAXIMUM HP

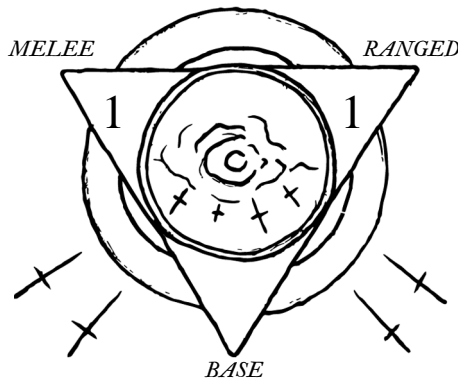
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

10

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

8

POISON
*Instant Death/
KO Situations*

13

BREATH
WEAPON
Area Effects

9

MAGICAL DEVICE
*Spell-Like Effects
from Items*

12

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							
Dagger	1d4	10		20	30			

Standard Sword	1	
Spear	2	
Dagger	3	
Leather Armor	4	
day of Rations	5	
3 Torches	6	+1 Enc
Tinderbox	7	
50' Rope	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

Shield

Backpack
Sack
Chalk
Soap
Iron Spike

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*
15 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
6 -1

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

INTELLIGENCE
*Saves vs Magic,
Languages*
16 +2

STRENGTH
*Melee AB,
Open Doors*
13 +1

WISDOM
Saves vs Non-Magic
8 -1

Architecture 1 Bushcraft 1 Climbing 1

Languages 3 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 2

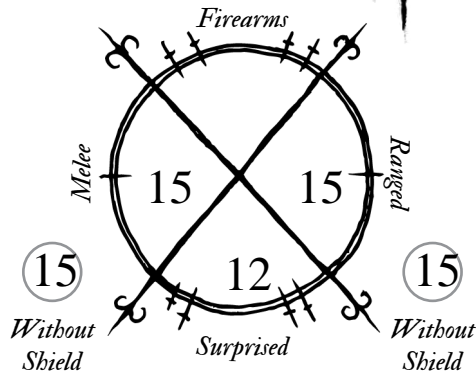
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

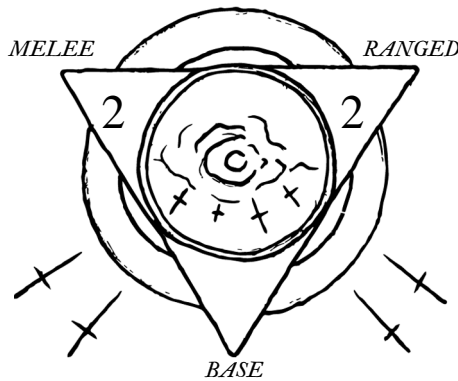
3



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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

14 POISON
*Instant Death/
KO Situations*

17 BREATH
WEAPON
Area Effects

14 MAGICAL DEVICE
*Spell-Like Effects
from Items*

12 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						
Dagger	1d4	10	20	30			
Shortbow	1d6	50	300	450			16 Arrows

Leather Armor	I
Standard Sword	2
Dagger	3
Tinderbox	4
50' Rope	5
Shortbow	6
Lamp With 4 Flasks oil	7
Quiver - 16 Arrows	8
Scroll Case: Local map and F9	9
2 day's Rations	10
	11
	12
	13
	14
	15
	16
	17
	18
	19
	20
	21
	22
	23
	24
	25
	26
	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: 4

GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Detect Magic ☐ PREPARED! Learn to tell sorcery from fakery at a glance, or risk destruction.	Instantaneous	Line of sight	Detect magic from things on your person and things you can see. REVERSIBLE No SAVE No	100
Enlarge ☐ PREPARED! Size is a limitation of your fragile mind, not the universe.	1 turn/level	5'/level	+20% size (and damage)/level for living things, +10% size/level for non-living things REVERSIBLE Yes SAVE vs. Magic if unwilling	102
Read Magic ☐ PREPARED! 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.	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.) REVERSIBLE No SAVE No	125
Summon ☐ PREPARED! Do not speak of what happened to the academy in the east. Do not speak its name. Do not ask again.	Varies	10'	Summon a unique, horrifyingly powerful entity. Hope you can control it. REVERSIBLE No SAVE No	134
Unseen Servant ☐ PREPARED! I lifted its invisibility once. Once. Ask me what it was like, and I'll tell you. And then you'll regret it.	6 turns + 1 turn/level	0	Summon an invisible thing to do simple tasks. Lift 20 lbs/ Drag 40 lbs. Can't attack. REVERSIBLE No SAVE No	148
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES

WEIRD FANTASY ROLE-PLAYING

Specialist

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
13 +1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
8 -1

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

INTELLIGENCE
*Saves vs Magic,
Languages*
12

STRENGTH
*Melee AB,
Open Doors*
9

WISDOM
Saves vs Non-Magic
9

Architecture 1 Bushcraft 1 Climbing 1

Languages 1 Search 5 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

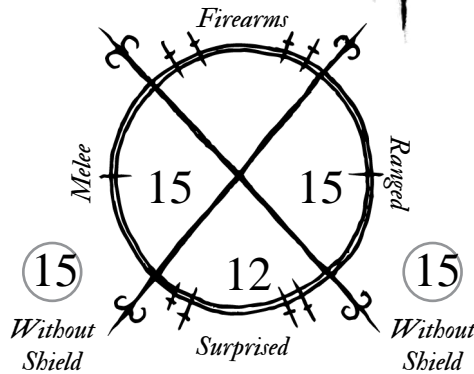
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

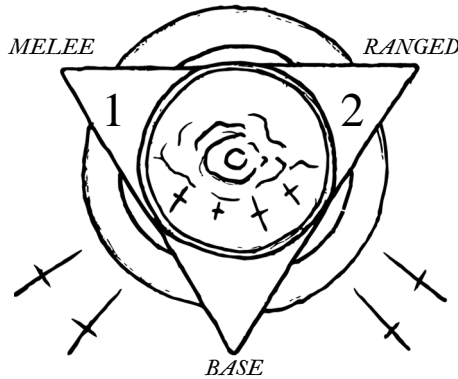
4



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*

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

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

Leather Armor	1	
Specialist Tools	2	
Standard Sword	3	
2 Daggers	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
Shortbow	8	
Quiver - 20 Arrows	9	
2 day's Rations	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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4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP:
GEMS:

Conceived at lastgaspgrimoire.com

WEIRD FANTASY ROLE-PLAYING

Fighter

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

13 +1

DEXTERITY
*AC, Ranged AB,
Initiative*

13 +1

INTELLIGENCE
*Saves vs Magic,
Languages*

7 -1

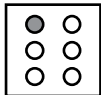
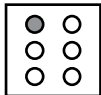
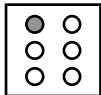
STRENGTH
*Melee AB,
Open Doors*

14 +1

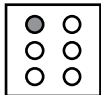
WISDOM
Saves vs Non-Magic

8 -1

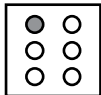
Architecture 1 Bushcraft 1 Climbing 1



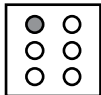
Languages 0



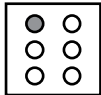
Search 1



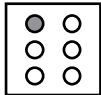
Sleight of Hand 1



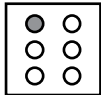
Sneak Attack 0



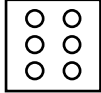
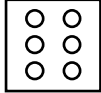
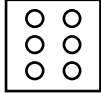
Stealth 1



Tinkering 1



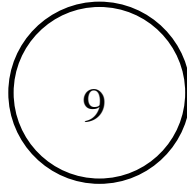
Open Doors 2



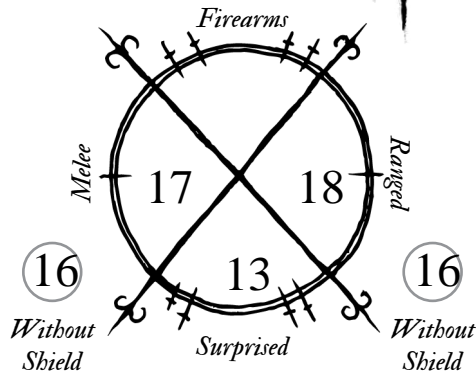
Age / Sex Current XP Next Level

MAXIMUM HP

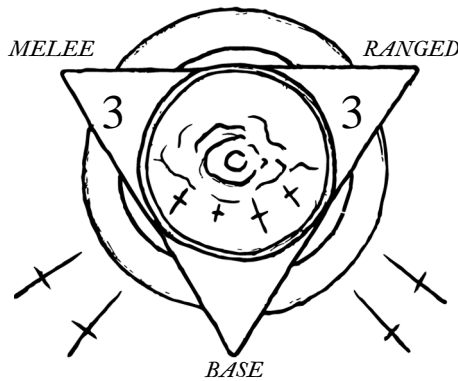
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

15

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

13

POISON
*Instant Death/
KO Situations*

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BREATH
WEAPON
Area Effects

14

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
(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							
Dagger	1d4	10		20	30			
Short bow	1d6	50		300	450			20 Arrows

Spear	1	
Dagger	2	
Standard Sword	3	
Leather Armor	4	
day of Rations	5	
3 Torches	6	+1 Enc
Tinderbox	7	
50' Rope	8	
Short bow	9	
Quiver With 20 Arrows	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
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