

# WEIRD FANTASY ROLE-PLAYING

## Halfling

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*

8

-1

STRENGTH  
*Melee AB,  
Open Doors*

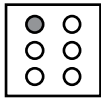
14

+1

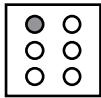
WISDOM  
*Saves vs Non-Magic*

11

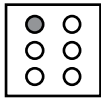
Architecture 1



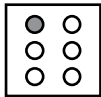
Bushcraft 3



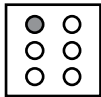
Climbing 1



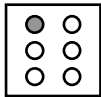
Languages 0



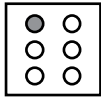
Search 1



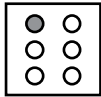
Sleight of Hand 1



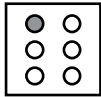
Sneak Attack 0



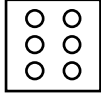
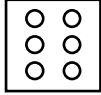
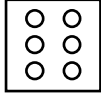
Stealth 5



Tinkering 1



Open Doors 2



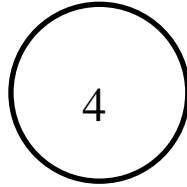
Age / Sex

Current XP

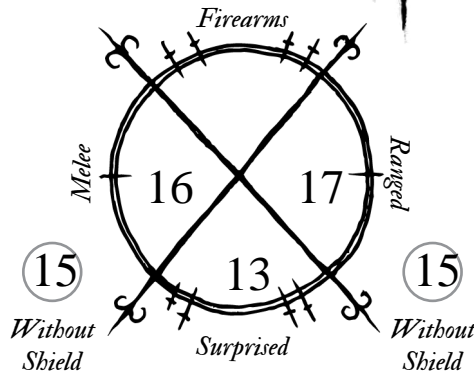
Next Level

MAXIMUM HP

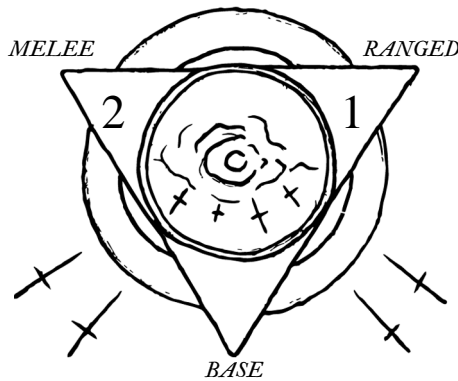
CURRENT HP



### 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*

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     |
|-----------|--------|----|-------|--------|--------|-----|----------|-----------|
| Spear     | 1d6    | 10 |       | 20     | 60     |     |          |           |
| Dagger    | 1d4    | 10 |       | 20     | 30     |     |          |           |
| Short bow | 1d6    | 50 |       | 300    | 450    |     |          | 20 Arrows |

|                       |    |        |
|-----------------------|----|--------|
| Spear                 | 1  |        |
| Dagger                | 2  |        |
| Leather Armor         | 3  |        |
| day of Rations        | 4  |        |
| 3 Torches             | 5  |        |
| Tinderbox             | 6  | +1 Enc |
| 50' Rope              | 7  |        |
| Short bow             | 8  |        |
| Quiver With 20 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                              |
|--------------------------------------|--------------------------------------|
| <br><br><br><br><br><br><br><br><br> | <br><br><br><br><br><br><br><br><br> |

2

| Points | Encumbrance    | Explore<br>Per Turn | Combat<br>Per Round | Running<br>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](http://lastgaspgrimoire.com)