

WEIRD FANTASY ROLE-PLAYING

~ Magic-User 17 ~ Chaotic

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
Loyalty, Retainer Recruitment
12

CONSTITUTION
Hit Points, Daily Travel Distance
13 +1

DEXTERITY
AC, Ranged AB, Initiative
12

INTELLIGENCE
Saves vs Magic, Languages
13 +1

STRENGTH
Melee AB, Open Doors
10

WISDOM
Saves vs Non-Magic
11

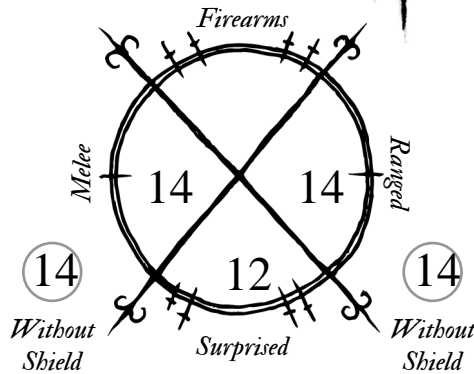
Age / Sex ~ Current XP ~ Next Level

MAXIMUM HP CURRENT HP

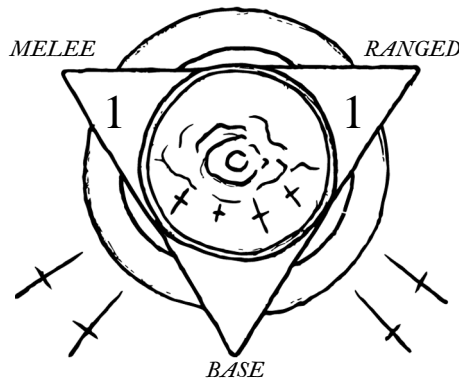
35



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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

7 **POISON**
Instant Death/ KO Situations

8 **BREATH WEAPON**
Area Effects

5 **MAGICAL DEVICE**
Spell-Like Effects from Items

5 **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

Architecture 1 Bushcraft 1 Climbing 1

Languages 2 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

Name	Damage	S	Range	M (-)	L (-)	RoF	Firearms	Shots
Garotte	1d6							
Standard Sword	1d8							
Dagger	1d4	10	20	30				
Shortbow	1d6	50	300	450				16 Arrows

Leather Armor	1	
Standard Sword	2	
Dagger	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Lamp With 4 Flasks oil	7	
Quiver - 16 Arrows	8	
Scroll Case: Local map and 1000	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

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

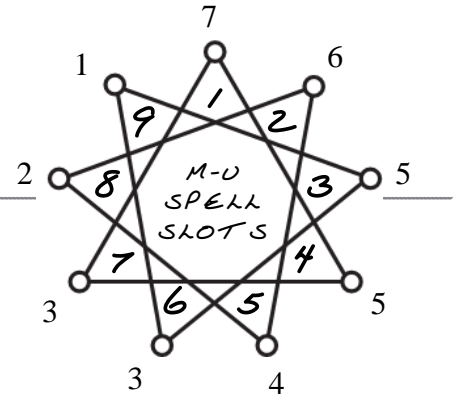
GP:
SP:
CP: 4
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Comprehend Langu	1 turn/level	0	Understand all languages, but not speak or write them.	95
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	Yes	SAVE	No
The spirits of the dead speak all languages. Hark! Do you hear their whispers?				
Enlarge	1 turn/level	5'/level	+20% size (and damage)/level for living things, +10% size/level for non-living things	102
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	Yes	SAVE	vs. Magic if unwilling
Size is a limitation of your fragile mind, not the universe.				
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.				
Spider Climb	1 round + 1 round/level	Touch	Climb walls and ceilings like a spider. Need hands and feet free.	131
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE	No
You'd be surprised how often this turns out to be of use.				
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



You must add random spells as follows:

Level 1 or lower:1
Level 2 or lower:2
Level 3 or lower:2
Level 4 or lower:2
Level 5 or lower:2
Level 6 or lower:2
Level 7 or lower:2
Level 8 or lower:2
Level 9 or lower:1