

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
6 -1

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

DEXTERITY
*AC, Ranged AB,
Initiative*
11

INTELLIGENCE
*Saves vs Magic,
Languages*
15 +1

STRENGTH
*Melee AB,
Open Doors*
10

WISDOM
Saves vs Non-Magic
13 +1

Architecture 1 Bushcraft 1 Climbing 1

Languages 2 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

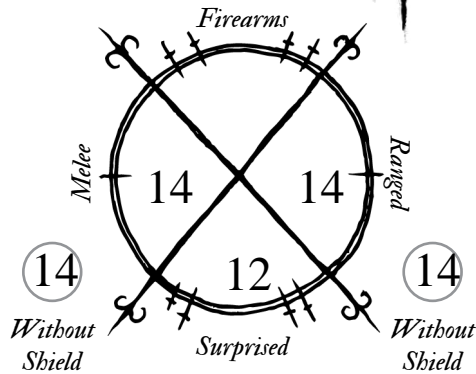
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

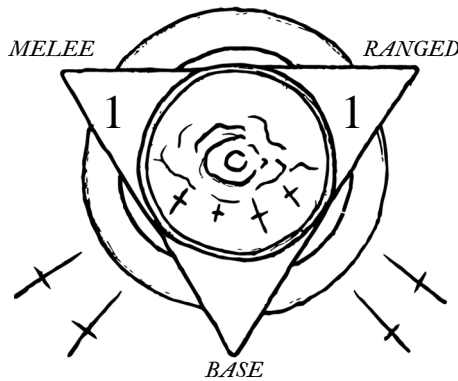
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ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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

12 POISON
*Instant Death/
KO Situations*

15 BREATH
WEAPON
Area Effects

12 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

Range

Firearms

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	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]

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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.
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.	100
	REVERSIBLE	No	SAVE No	
Mending ☐ PREPARED! The adventuring life and spectacles rarely agree with one another.	Instantaneous	30'	Fix small breaks or tears in objects.	116
	REVERSIBLE	No	SAVE No	
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.)	125
	REVERSIBLE	No	SAVE No	
Sleep ☐ PREPARED! I slit many sleeping throats in my adventuring days, apprentice. You get used to the sound they make after a while.	d4 turns	30' + 10'/level	Put 2d8 HD of creatures with 4+1 HD to sleep. If higher HD, only 1 creature.	129
	REVERSIBLE	No	SAVE No	
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.	134
	REVERSIBLE	No	SAVE No	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES