

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

12

CONSTITUTION
*Hit Points,
Daily Travel Distance*

15 +1

DEXTERITY
*AC, Ranged AB,
Initiative*

13 +1

INTELLIGENCE
*Saves vs Magic,
Languages*

17 +2

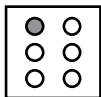
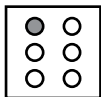
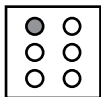
STRENGTH
*Melee AB,
Open Doors*

8 -1

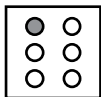
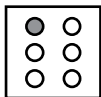
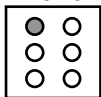
WISDOM
Saves vs Non-Magic

8 -1

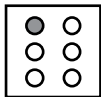
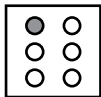
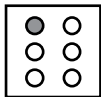
Architecture 1 Bushcraft 1 Climbing 1



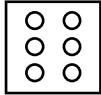
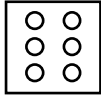
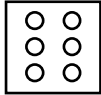
Languages 3 Search 1 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



Open Doors 0



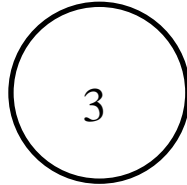
Age / Sex

Current XP

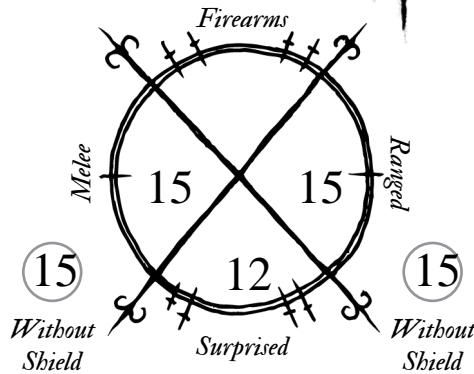
Next Level

MAXIMUM HP

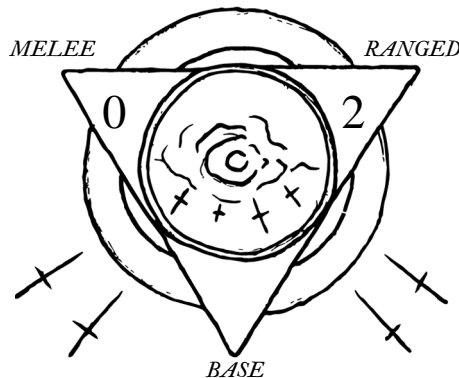
CURRENT HP



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

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

Leather Armor	I	
Standard Sword	2	
Dagger	3	
Whip	4	
Tinderbox	5	
100' Rope	6	+1 Enc
Shortbow	7	
Lamp With 4 Flasks oil	8	
Quiver - 20 Arrows	9	
Scroll Case: Local map and IO		
Holy Water	11	+1 Enc
2 day's Rations	12	
10 sp	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

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Magic Aura	Permanent	Touch	Make object detect as magical	114
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	Yes	SAVE vs. Magic if object handled	
Ha! They're still searching for hostile enchantments? We hid that tiny piece of thread in the staff room weeks ago!				
Magic Missile	Instantaneous	60' + 10'/level	1d4 damage/level, auto-hit projectile. At 2nd level, split damage between targets.	115
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE vs. Magic for half damage (if damage split)	
Word is, some wizard named Morgan once managed to hit himself with this. Himself. Really. With a mystically guided, unerring projectile.				
Mending	Instantaneous	30'	Fix small breaks or tears in objects.	116
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
The adventuring life and spectacles rarely agree with one another.				
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.				
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	

ARCANAS +
VAGARIES