

# WEIRD FANTASY ROLE-PLAYING

~ Magic-User 12 ~ Chaotic

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

10

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

10

DEXTERITY  
*AC, Ranged AB,  
Initiative*

10

INTELLIGENCE  
*Saves vs Magic,  
Languages*

15

+1

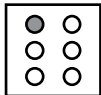
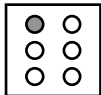
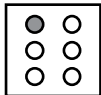
STRENGTH  
*Melee AB,  
Open Doors*

12

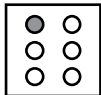
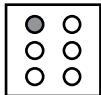
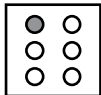
WISDOM  
*Saves vs Non-Magic*

12

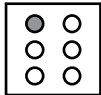
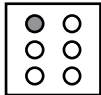
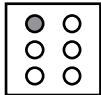
Architecture 1 Bushcraft 1 Climbing 1



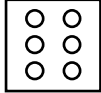
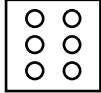
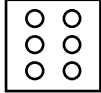
Languages 2 Search 1 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



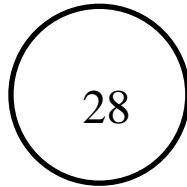
Open Doors 1



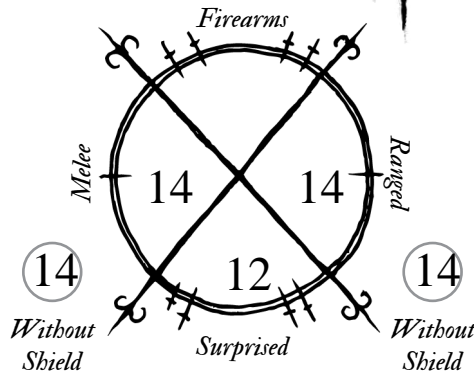
Age / Sex Current XP Next Level

MAXIMUM HP

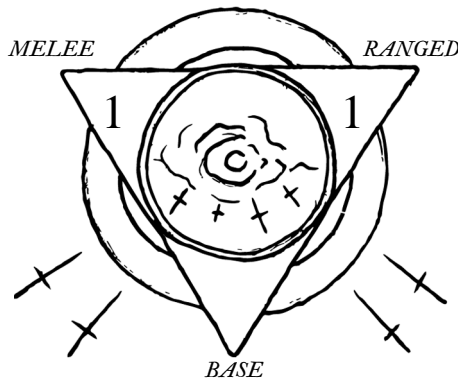
CURRENT HP



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

9

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

9

POISON  
*Instant Death/  
KO Situations*

12

BREATH  
WEAPON  
*Area Effects*

9

MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

7

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							
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	

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

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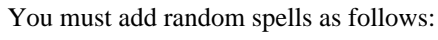
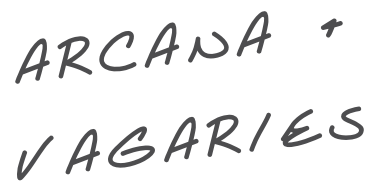
Garotte
Backpack
Sack
Chalk
Soap

GP:  
SP:  
CP: 1  
GEMS:

Conceived at [lastgaspgrimoire.com](http://lastgaspgrimoire.com)

# Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Faerie Fire	2 rounds/level	40' radius	Light up 1 human-sized creature/level, +2 to hit them. Visible at 80' in darkness	103
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Bathe your foes in unearthly light...so the musclebound dimwits can finally spill their guts.				
Light	3 turns/level	120'	Create torch-like light on area/object. Blind creature if cast on eyes.	113
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	Yes	SAVE vs. Magic if unwilling	
Gibbering things peer in on the universe from the outer darkness. Wizards make light, and peer back. And take notes.				
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.				
Sleep	d4 turns	30' + 10'/level	Put 2d8 HD of creatures with 4+1 HD to sleep. If higher HD, only 1 creature.	129
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
I slit many sleeping throats in my adventuring days, apprentice. You get used to the sound they make after a while.				
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	



Level 6 or lower:2

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