

# WEIRD FANTASY ROLE-PLAYING

~ Magic-User 9 ~ Chaotic

Name

Class / Level

Alignment

## ABILITY SCORES

**CHARISMA**  
*Loyalty, Retainer Recruitment*  
13 +1

**CONSTITUTION**  
*Hit Points, Daily Travel Distance*  
13 +1

**DEXTERITY**  
*AC, Ranged AB, Initiative*  
12

**INTELLIGENCE**  
*Saves vs Magic, Languages*  
17 +2

**STRENGTH**  
*Melee AB, Open Doors*  
6 -1

**WISDOM**  
*Saves vs Non-Magic*  
13 +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

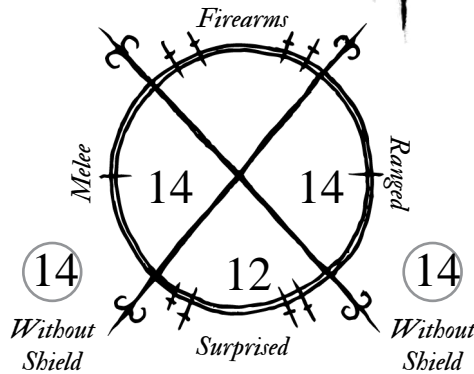
Age / Sex ~ Current XP ~ Next Level

MAXIMUM HP CURRENT HP

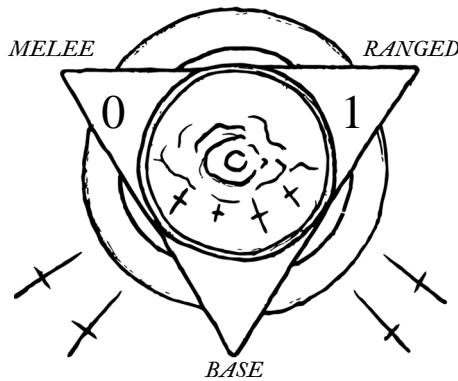
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## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

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

10 **POISON**  
*Instant Death/ KO Situations*

13 **BREATH WEAPON**  
*Area Effects*

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

10 **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	Pg.
Charm Person	Until abuse or neglect	120'	Make someone do what you want	93
<input type="checkbox"/> PREPARED!	REVERSIBLE No	SAVE	vs. Magic (+5 for murderous violence)	
They will do as you say, but beware – there are some things even sorcery cannot make a man do.				
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 type="checkbox"/> PREPARED!	REVERSIBLE No	SAVE	No	
Bathe your foes in unearthly light...so the musclebound dimwits can finally spill their guts.				
Read Magic	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.)	125
<input 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 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.				
Unseen Servant	6 turns + 1 turn/level	0	Summon an invisible thing to do simple tasks. Lift 20 lbs/ Drag 40 lbs. Can't attack.	148
<input type="checkbox"/> PREPARED!	REVERSIBLE No	SAVE	No	
I lifted its invisibility once. Once. Ask me what it was like, and I'll tell you. And then you'll regret it.				
<input type="checkbox"/> PREPARED!	REVERSIBLE	SAVE		
<input type="checkbox"/> PREPARED!	REVERSIBLE	SAVE		
<input type="checkbox"/> PREPARED!	REVERSIBLE	SAVE		
<input type="checkbox"/> PREPARED!	REVERSIBLE	SAVE		
<input type="checkbox"/> PREPARED!	REVERSIBLE	SAVE		

# Spell Slots

	1	2	3	4	5	6	7	8	9
CLERIC									
MAGIC-USER	4	3	3	2	1				

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:1

ARCANA +  
VAGARIES