

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

10

CONSTITUTION
*Hit Points,
Daily Travel Distance*

15 +1

DEXTERITY
*AC, Ranged AB,
Initiative*

10

INTELLIGENCE
*Saves vs Magic,
Languages*

12

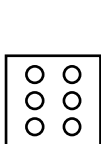
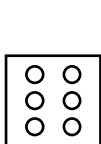
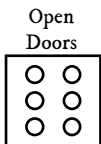
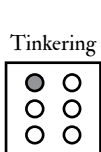
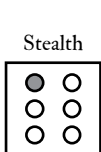
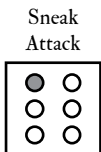
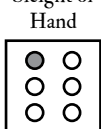
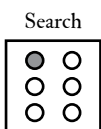
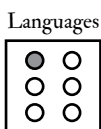
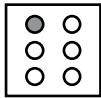
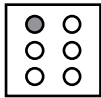
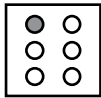
STRENGTH
*Melee AB,
Open Doors*

10

WISDOM
Saves vs Non-Magic

7 -1

Architecture 1 Bushcraft 1 Climbing 1



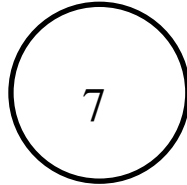
Age / Sex

Current XP

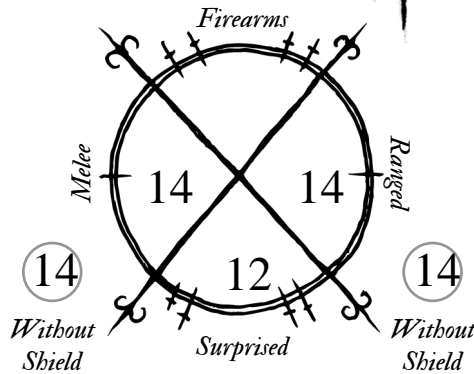
Next Level

MAXIMUM HP

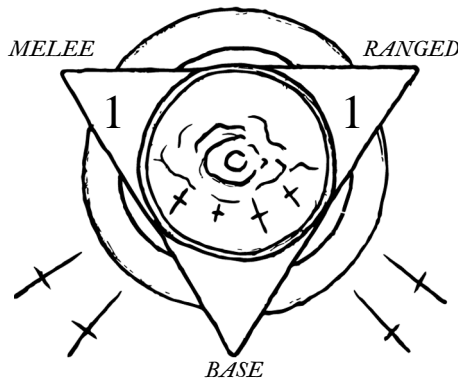
CURRENT HP



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*

14

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
Standard Sword	1d8							
Shortbow	1d6	50	300	450				14 Arrows

Leather Armor	1	
Standard Sword	2	
3 Torches	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Quiver - 14 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

Backpack
Sack
Chalk
Soap

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	Pg.
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.				
Floating Disc	6 turns	20'	Carries 500 lbs / 2 gallons. 3 foot disc, stays 3 feet off ground at all times.	105
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
ANIMALS carry things. Sorcerers need their hands free for more vital pursuits.				
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	

ARCANA +
VAGARIES