

WEIRD FANTASY ROLE-PLAYING

~ **Magic-User** ~

~ **Chaotic** ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*
7 -1

CONSTITUTION
*Hit Points,
Daily Travel Distance*
10

DEXTERITY
*AC, Ranged AB,
Initiative*
6 -1

INTELLIGENCE
*Saves vs Magic,
Languages*
17 +2

STRENGTH
*Melee AB,
Open Doors*
9

WISDOM
Saves vs Non-Magic
10

Architecture 1 Bushcraft 1 Climbing 1

Languages 3 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

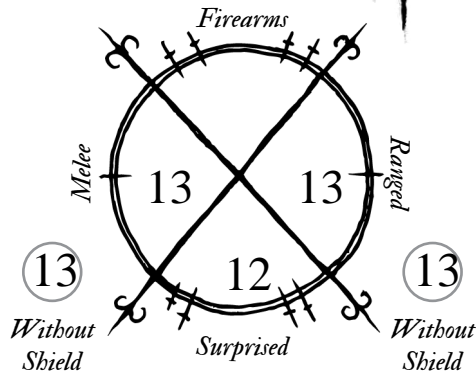
Age / Sex ~ Current XP ~ Next Level

MAXIMUM HP **CURRENT HP**

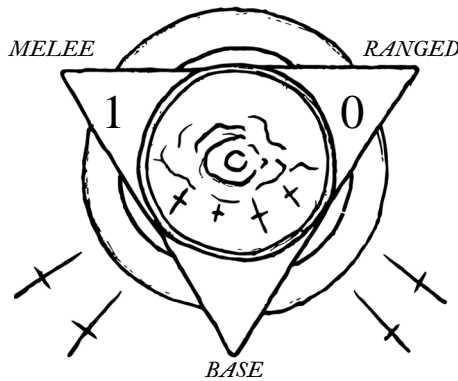
34



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

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

13 **POISON**
*Instant Death/
KO Situations*

16 **BREATH WEAPON**
Area Effects

13 **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				16 Arrows

Leather Armor	1	
Standard Sword	2	
Dagger	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Lamp With 4 Flasks oil	7	
Quiver - 16 Arrows	8	
Scroll Case: Local map and F9	9	
2 day's Rations	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

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 4
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bookspeak ☐ PREPARED! Ask the book what you will - it will answer in turn.	1 round/level	Touch	Ask questions of a book - it answers from the knowledge in its pages.	92
	REVERSIBLE No		SAVE No	
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	
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	
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	
Unseen Servant ☐ PREPARED! I lifted its invisibility once. Once. Ask me what it was like, and I'll tell you. And then you'll regret it.	6 turns + 1 turn/level	0	Summon an invisible thing to do simple tasks. Lift 20 lbs/ Drag 40 lbs. Can't attack.	148
	REVERSIBLE No		SAVE No	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES