

# WEIRD FANTASY ROLE-PLAYING

~ Magic-User 20 ~ Chaotic

Name

Class / Level

Alignment

## ABILITY SCORES

**CHARISMA**  
*Loyalty, Retainer Recruitment*  
12

**CONSTITUTION**  
*Hit Points, Daily Travel Distance*  
16 +2

**DEXTERITY**  
*AC, Ranged AB, Initiative*  
9

**INTELLIGENCE**  
*Saves vs Magic, Languages*  
13 +1

**STRENGTH**  
*Melee AB, Open Doors*  
12

**WISDOM**  
*Saves vs Non-Magic*  
10

Architecture 1 Bushcraft 1 Climbing 1

Languages 2 Search 1 Sleight of Hand 1

Sneak Attack 0 Stealth 1 Tinkering 1

Open Doors 1

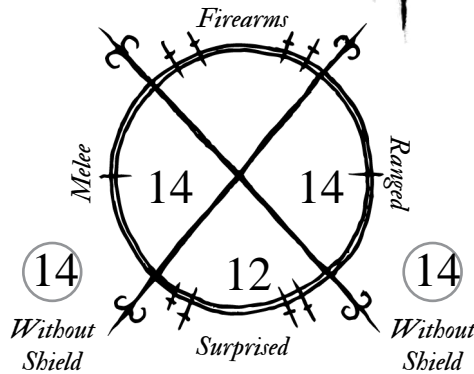
Age / Sex Current XP Next Level

MAXIMUM HP CURRENT HP

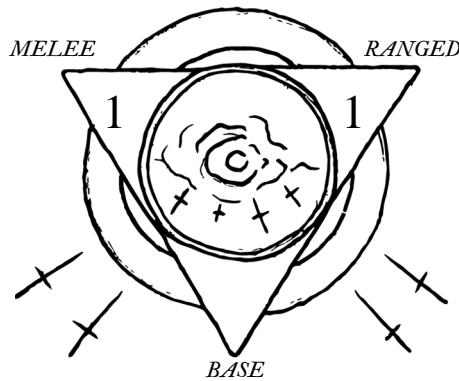
53



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

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

6 **POISON**  
*Instant Death/ KO Situations*

7 **BREATH WEAPON**  
*Area Effects*

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

3 **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	I	
Standard Sword	2	
Dagger	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+I Enc
Lamp With 4 Flasks oil	7	
Quiver - 16 Arrows	8	
Scroll Case: Local map and F9	9	
2 day's Rations	10	
	11	+I Enc
	12	
	13	
	14	
	15	
	16	+I Enc
	17	
	18	
	19	
	20	
	21	+I Enc
	22	
	23	
	24	
	25	
	26	+I 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

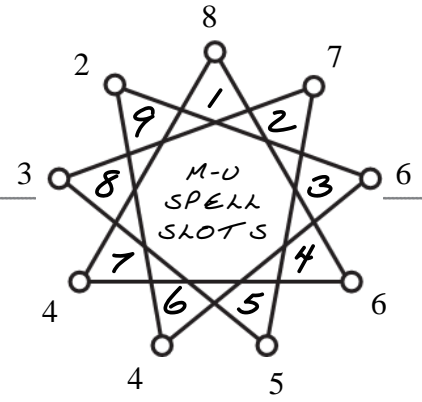
GEMS:

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

# Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Feather Fall	Until landing	10'/level	Fall safely and slowly, 200 lbs + 200 lbs/level	104
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Don't fall, you fool! My servants are still mopping up the LAST apprentice.				
Message	Instantaneous	60' + 10'/level	Point at someone and speak a whisper only they can hear. Easily hidden.	116
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Great fun at parties.				
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	

# ARCANA + VAGARIES



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:2

Level 6 or lower:2

Level 7 or lower:2

Level 8 or lower:2

Level 9 or lower:4