

WEIRD FANTASY ROLE-PLAYING

Magic-User

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

11

CONSTITUTION
*Hit Points,
Daily Travel Distance*

9

DEXTERITY
*AC, Ranged AB,
Initiative*

9

INTELLIGENCE
*Saves vs Magic,
Languages*

12

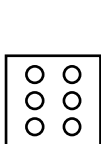
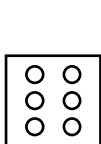
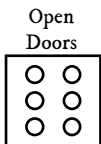
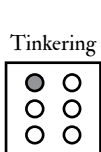
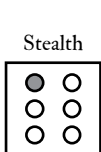
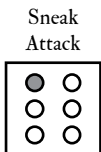
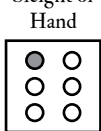
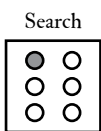
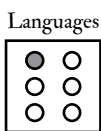
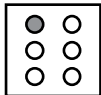
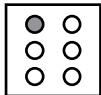
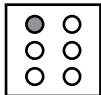
STRENGTH
*Melee AB,
Open Doors*

9

WISDOM
Saves vs Non-Magic

9

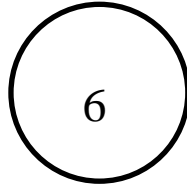
Architecture 1 Bushcraft 1 Climbing 1



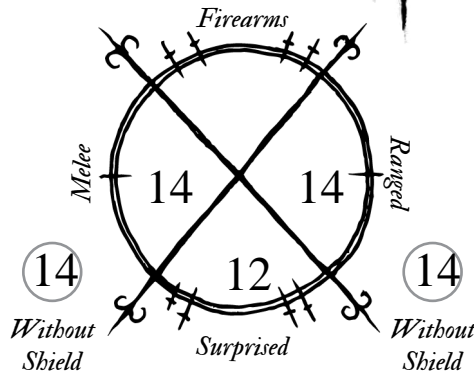
Age / Sex Current XP Next Level

MAXIMUM HP

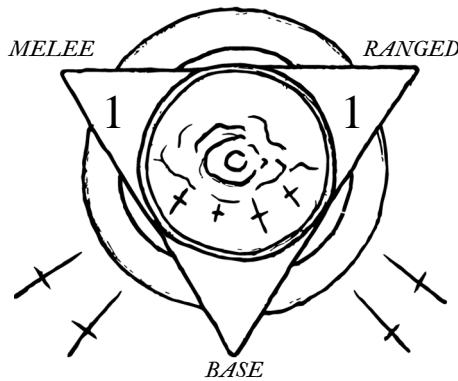
CURRENT HP



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*

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	AP (S/All)	Shots
Garotte	1d6							
Standard Sword	1d8							
2 Daggers	1d4	10	20	30				

Leather Armor	1	
Standard Sword	2	
2 Daggers	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
1 day's Rations	7	
	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

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Detect Magic ☐ PREPARED!	Instantaneous	Line of sight	Detect magic from things on your person and things you can see.	100
Learn to tell sorcery from fakery at a glance, or risk destruction.				
Magic Aura ☐ PREPARED!	Permanent	Touch	Make object detect as magical	114
Ha! They're still searching for hostile enchantments? We hid that tiny piece of thread in the staff room weeks ago!				
Read Magic ☐ PREPARED!	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.)	125
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.				
Spider Climb ☐ PREPARED!	1 round + 1 round/level	Touch	Climb walls and ceilings like a spider. Need hands and feet free.	131
You'd be surprised how often this turns out to be of use.				
Summon ☐ PREPARED!	Varies	10'	Summon a unique, horrifyingly powerful entity. Hope you can control it.	134
Do not speak of what happened to the academy in the east. Do not speak its name. Do not ask again.				
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	
☐ PREPARED!	REVERSIBLE		SAVE	

ARCANA +
VAGARIES