

WEIRD FANTASY ROLE-PLAYING

~ Magic-User ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

11

CONSTITUTION
*Hit Points,
Daily Travel Distance*

10

DEXTERITY
*AC, Ranged AB,
Initiative*

12

INTELLIGENCE
*Saves vs Magic,
Languages*

15

+1

STRENGTH
*Melee AB,
Open Doors*

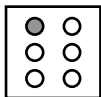
7

-1

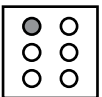
WISDOM
Saves vs Non-Magic

10

Architecture 1



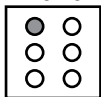
Bushcraft 1



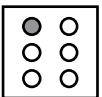
Climbing 1



Languages 2



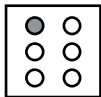
Search 1



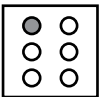
Sleight of Hand 1



Sneak Attack 0



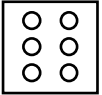
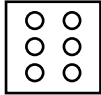
Stealth 1



Tinkering 1



Open Doors 0



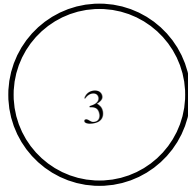
Age / Sex

Current XP

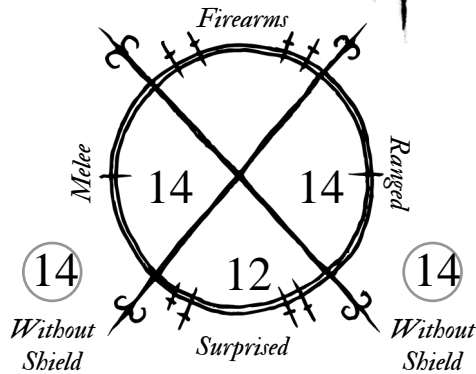
Next Level

MAXIMUM HP

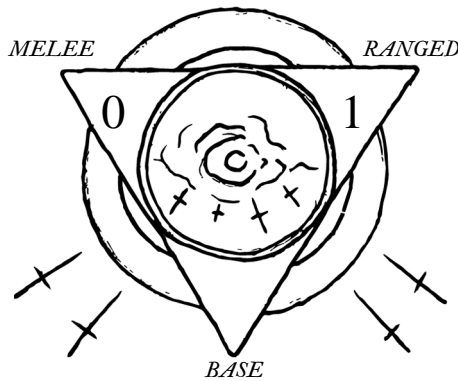
CURRENT HP



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*

13

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

Range

Firearms

Name	Damage	S	M (-)	L (-)	RoF	AP (S/All)	Shots
Garotte	1d6						
Standard Sword	1d8						
Shortbow	1d6	50	300	450			20 Arrows

Leather Armor	1	
Standard Sword	2	
3 Torches	3	
Tinderbox	4	
50' Rope	5	
Shortbow	6	+1 Enc
Quiver - 20 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

Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GP:
SP:
CP: 1
GEMS:

Conceived at lastgaspgrimoire.com

Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bookspeak	1 round/level	Touch	Ask questions of a book - it answers from the knowledge in its pages.	92
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE	No	SAVE No	
Ask the book what you will - it will answer in turn.				
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?				
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 checked="" 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 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