

WEIRD FANTASY ROLE-PLAYING

~ **Magic-User** ~

~ **Chaotic** ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

12

CONSTITUTION
*Hit Points,
Daily Travel Distance*

15 +1

DEXTERITY
*AC, Ranged AB,
Initiative*

15 +1

INTELLIGENCE
*Saves vs Magic,
Languages*

16 +2

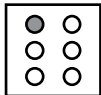
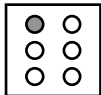
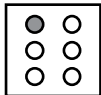
STRENGTH
*Melee AB,
Open Doors*

11

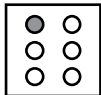
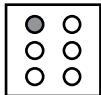
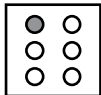
WISDOM
Saves vs Non-Magic

16 +2

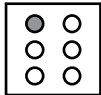
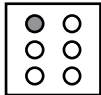
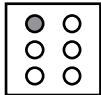
Architecture 1 Bushcraft 1 Climbing 1



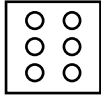
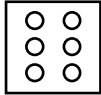
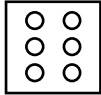
Languages 3 Search 1 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



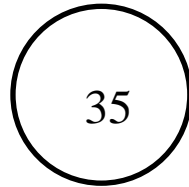
Open Doors 1



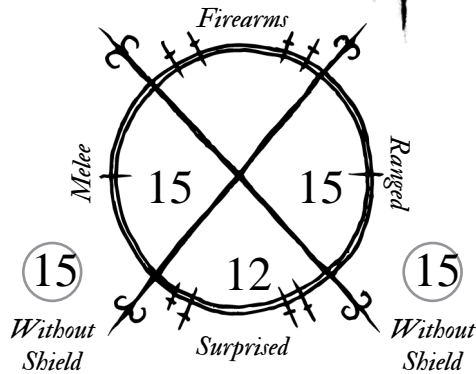
Age / Sex ~ Current XP ~ Next Level

MAXIMUM HP

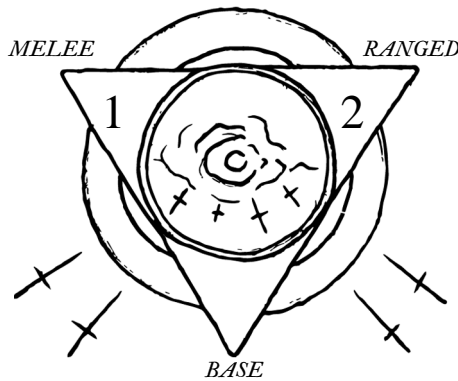
CURRENT HP



ARMOR CLASS



ATTACK BONUS



WEAPONS

SAVING THROWS

11

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

11

POISON
*Instant Death/
KO Situations*

14

BREATH WEAPON
Area Effects

11

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
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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.
Comprehend Langu	1 turn/level	0	Understand all languages, but not speak or write them.	95
<input 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 type="checkbox"/> PREPARED!	REVERSIBLE	Yes	SAVE	vs. Magic if unwilling
Size is a limitation of your fragile mind, not the universe.				
Magic Aura	Permanent	Touch	Make object detect as magical	114
<input type="checkbox"/> PREPARED!	REVERSIBLE	Yes	SAVE	vs. Magic if object handled
Ha! They're still searching for hostile enchantments? We hid that tiny piece of thread in the staff room weeks ago!				
Read Magic	Instantaneous	0	Read 1d4 items with magical inscriptions (spellbooks, scrolls, weapons, etc.)	125
<input 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 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 type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	
<input type="checkbox"/> PREPARED!	REVERSIBLE		SAVE	



ARCANAS +
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: 1
