

WEIRD FANTASY ROLE-PLAYING

~ **Magic-User** ~

~ **Chaotic** ~

Name

Class / Level

Alignment

ABILITY SCORES

CHARISMA
*Loyalty,
Retainer Recruitment*

9

CONSTITUTION
*Hit Points,
Daily Travel Distance*

8

-1

DEXTERITY
*AC, Ranged AB,
Initiative*

11

INTELLIGENCE
*Saves vs Magic,
Languages*

13

+1

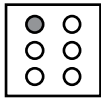
STRENGTH
*Melee AB,
Open Doors*

11

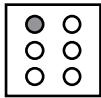
WISDOM
Saves vs Non-Magic

12

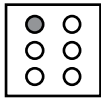
Architecture 1



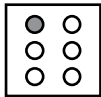
Bushcraft 1



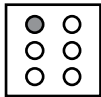
Climbing 1



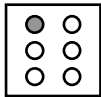
Languages 2



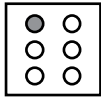
Search 1



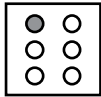
Sleight of Hand 1



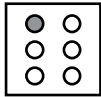
Sneak Attack 0



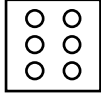
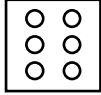
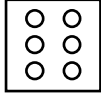
Stealth 1



Tinkering 1



Open Doors 1



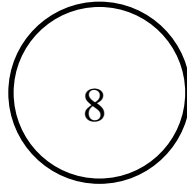
Age / Sex

Current XP

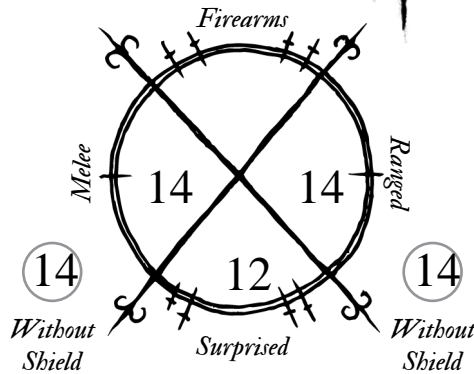
Next Level

MAXIMUM HP

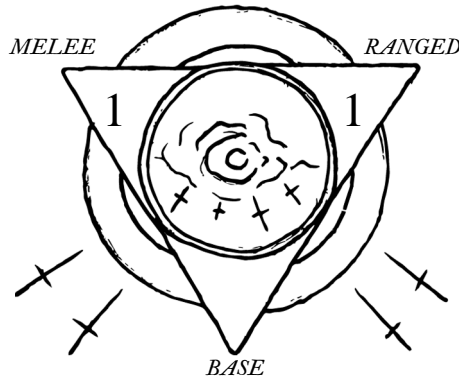
CURRENT HP



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.
Enlarge	1 turn/level	5'/level	+20% size (and damage)/level for living things, +10% size/level for non-living things	102
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE Yes	SAVE	vs. Magic if unwilling	
Size is a limitation of your fragile mind, not the universe.				
Floating Disc	6 turns	20'	Carries 500 lbs / 2 gallons. 3 foot disc, stays 3 feet off ground at all times.	105
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE No	SAVE	No	
ANIMALS carry things. Sorcerers need their hands free for more vital pursuits.				
Mending	Instantaneous	30'	Fix small breaks or tears in objects.	116
<input checked="" type="checkbox"/> PREPARED!	REVERSIBLE No	SAVE	No	
The adventuring life and spectacles rarely agree with one another.				
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



You must add random spells as follows:

~~Level 1 or lower:1~~

Level 2 or lower:2

Level 3 or lower:2

