



ADVANTAGES (continued)	
Name	Pts
Acute Hearing 1 Roll to hear: 17 (Hearing)	[2]
Acute Vision 2 Roll to see: 18 (Vision)	[4]
Appearance (Attractive)	[4]
Chameleon 3 (Accessibility (Only in natural environment) (+2), -20%)	[12]
Charisma 1	[5]
Combat Reflexes	[15]
Doesn't Eat or Drink (Needs sunlight and water, -30%)	[7]
Extra DX 1 (Affects DX, +0%)	[20]
Fit	[5]
Heroic Archer	[20]
Increased Threshold 1	[5]
KEF Seeker	[21]
KEF Seeker Rank (Seeker)	[15]
Legal Enforcement Powers 3 (Informal, -50%)	[8]
Legal Immunity 3 (Informal, -50%)	[8]
Duty (KEF Seeker; 9 or less (fairly often); Extremely Hazardous, -5)	[-10]
Night Vision 3	[3]
NO Pacifism (Cannot Kill)	[15]
Outdoorsman 3	[30]
Plant Empathy Roll to empathize: 14 (IQ)	[5]
Racial Memory (Passive) Roll to Remember: 14 (IQ)	[15]
Rapid Healing	[5]
Reputation +1 (Einsatzflechte: Nebelland-Veteranin; Gadget/Can Be Stolen: Thief must win a Quick Contest of DX or ST, -30%; All the time, *1; Small class, *1/3)	[1]
Reputation +1 (Einsatzflechte: Operation Maske Runter; Gadget/Can Be Stolen: Thief must win a Quick Contest of DX or ST, -30%; All the time, *1; Small class, *1/3)	[1]
Resistant (Sickness; Common; +8, *1/2)	[7]
Telescopic Vision 1	[5]
Threshold Magery 3	[30]
Threshold Magery 0 Roll to detect Magic Items with Mage Sense: 16 (Per)	[5]
Unaging (Not Game-Relevant, -80%)	[3]
Voice	[10]
Wealth (Comfortable)	[10]
Weapon Master (Traditional Taipuisa Weapons; a small class of weapons)	[30]
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	[]
	[]

PERKS	
Name	Pts
Grip Mastery (Staff)	[1]
Honest Face	[1]
Payload (1oz; -4 Search)	[1]
Strongbow	[1]
Style Familiarity (Lumikello tanssi - Tanz der Schneeglöckchen)	[1]
Sure-Footed (Grassland)	[1]
	[]
	[]
	[]

DISADVANTAGES	
Name	Pts
Code of Honor (Gentleman's) Usernotes: Brich nie dein Wort. Lass nie eine Beleidigung ungesühnt. Kämpfe ehrenhaft, wenn der Gegner es auch tut. Frechheiten von Niederen verlangen nach einer Lektion, nicht nach einem Duell!	[-10]
Code of Honor (Taipuisa) Usernotes: Versuche es immer zuerst mit friedlichen Mitteln. Wenn du kämpfen musst, richte die Stärke des Gegners gegen ihn, kämpfe so, dass Verletzungen und Todesfälle vermieden werden und lehre ihn, dass sein Kampf aussichtslos ist. Finde und lehre den Frieden.	[-5]
Enemy (Slavers; Small group (3-5 people); 6 or less, *1/2; Hunter, *1)	[-5]
Pacifism (Cannot Harm Innocents) Usernotes: Du kannst kämpfen und Kämpfe sogar anzetteln, aber tödliche Gewalt nur gegen Gegner einsetzen, die dich töten wollen. Du wirst nichts tun, was Unschuldige gefährdet.	[-10]
Pacifism*DISABLED* (Cannot Kill)	[-15]
Reduced ST -1 (Affects ST, +0%)	[-10]

DISADVANTAGES (continued)	
Name	Pts
Reputation -2 (Unzuverlässige und eigenbrötlerische Sucherin; 7 or less, *1/3; Small class, *1/3)	[-1]
Secret (Has Killed; Serious Embarrassment)	[-5]
Sense of Duty (Nature; Entire Race)	[-15]
Sense of Duty (Taipuisa-Hallapuisa; Large Group)	[-10]
Truthfulness (9 or less, *1.5)	[-7]
Vow (Vegetarian; Minor)	[-5]
Weakness (Liquid Gold; 1d per minute; Rare, *1/2)	[-10]
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	[]
	[]

QUIRKS	
Name	Pts
Distinctive Feature	[-1]
Humble	[-1]
Incompetence (Money economy)	[-1]
Nosy	[-1]
Perceives time differently	[-1]
	[]
	[]
	[]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	17	DX+3	[16]
Ⓐ Aerobatics	13	DX-1	[1]
Architecture/TL3	14	IQ+0	[1]
Area Knowledge (Ampiaina)	14	IQ+0	[1]
Area Knowledge (Hotatoka)	14	IQ+0	[1]
Armoury/TL3 (Missile Weapons)	13	IQ-1	[1]
Artist (Drawing)	13	IQ-1	[2]
Artist (Illusion)	14	IQ+0	[4]
Artist (Woodworking)	14	IQ+0	[4]
Bow	21	DX+7	[28]
Ⓐ Camouflage +3 from 'Outdoorsman'	20	IQ+6	[7]
Climbing	16	DX+2	[8]
Criminology/TL3	15	IQ+1	[4]
Dancing	14	DX+0	[2]
Detect Lies	16	Per+0	[4]
Diagnosis/TL3 (Taipuisa)	12	IQ-2	[1]
Diplomacy +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls	14	IQ+0	[1]
Escape	12	DX-2	[1]
Fast-Draw (Arrow) +1 from 'Combat Reflexes'	15	DX+1	[1]
First Aid/TL3 (Taipuisa)	15	IQ+1	[2]
Herb Lore/TL3	18	IQ+4	[24]
Hidden Lore (Mysteries of Nature)	14	IQ+0	[2]
Hidden Lore (Necromancy)	13	IQ-1	[1]
Hidden Lore (Taipuisa)	14	IQ+0	[2]
Hidden Lore (Xuktcha)	13	IQ-1	[1]
Innate Attack (Projectile) Parry: 12	17	DX+3	[8]
Ⓐ Interrogation	14	IQ+0	[1]
Intimidation Cond. +1 from 'Charisma' when making Influence rolls, Cond. -1 from 'Reputation (Einsatzflechte: Nebelland-Veteranin)' when your reputation works against you, Cond. -1 from 'Reputation (Einsatzflechte: Operation Maske Runter)' when your reputation works against you, Cond. -2 from 'Reputation (Unzuverlässige und eigenbrötlerische Sucherin)' when your reputation works against you	17	Will-1	[1]
Judo Parry: 13	18	DX+4	[20]
Jumping	15	DX+1	[2]
Knife Parry: 10	14	DX+0	[1]
Ⓐ Knot-Tying	12	DX-2	[0]
Law (KEF)	12	IQ-2	[1]
Meditation	18	Will+0	[4]
Mimicry (Animal Sounds) +3 from 'Outdoorsman', +2 from 'Voice'	17	IQ+3	[1]
Mimicry (Bird Calls) +3 from 'Outdoorsman', +2 from 'Voice'	17	IQ+3	[1]
Mimicry (Plant sounds) +3 from 'Outdoorsman', +2 from 'Voice'	17	IQ+3	[1]
Mind Block	18	Will+0	[2]
Musical Instrument (Flute)	16	IQ+2	[12]
Naturalist (Pylae) +3 from 'Outdoorsman'	18	IQ+4	[8]
Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman'	20	IQ+6	[2]
Observation +2 from 'Acute Vision'	19	Per+3	[4]
Physiology/TL3 (Arrodo)	13	IQ-1	[2]
Physiology/TL3 (Imiséen)	12	IQ-2	[1]
Poisons/TL3	12	IQ-2	[1]
Research/TL3	14	IQ+0	[2]
Riding (Birds)	13	DX-1	[1]
Running	13	HT+2	[8]
Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls	14	IQ+0	[1]
Search	17	Per+1	[4]
Sex Appeal (Imiséen) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls	14	HT+3	[2]
Sex Appeal (Taipuisa) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls	13	HT+2	[1]
Singing +2 from 'Voice'	16	HT+5	[8]
Soldier/TL3	13	IQ-1	[1]
Staff Parry: 15	19	DX+5	[20]

SKILLS (continued)			
Name	Level	Relative	Pts
Stealth Cond. +6 from 'Chameleon' when perfectly still, unless clothed, Cond. +3 from 'Chameleon' when moving, unless clothed, Cond. +3 from 'Chameleon' when perfectly still, and clothed	20	DX+6	[24]
Survival (Plains) +3 from 'Outdoorsman'	19	Per+3	[2]
Survival (Sienimaa - Pilzwald) +3 from 'Outdoorsman'	18	Per+2	[1]
Survival (Woodlands) +3 from 'Outdoorsman'	19	Per+3	[2]
Swimming	12	HT+1	[2]
Teaching	14	IQ+0	[2]
Thaumatology +3 from 'Threshold Magery'	18	IQ+4	[12]
Tracking +3 from 'Outdoorsman', Cond. +2 from 'Acute Vision' when vision is a factor	21	Per+5	[8]
Traps/TL3	16	IQ+2	[8]
Two-Handed Sword Parry: 11	15	DX+1	[4]
Zen Archery	15	IQ+1	[12]
			[]
			[]
			[]
			[]
			[]

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics)	11	def+0	[0]
Alchemical Antidote - Blutwesen (Herb Lore)	16	def+1	[2]
Alchemical Antidote - Taipuisa (Herb Lore)	16	def+1	[2]
Arm Lock (Judo)	18	def+0	[0]
Blauer Felsstern-Sud (Herb Lore) Notes: Blauer Felsstern Naturalist-2 zu finden; Material 375\$; Verkauf \$1200; Rezept: 200\$; Brauzzeit 4h; Trank gibt einen zusätzlichen HT+8 vs. mag. Krankheiten.	17	def+1	[2]
Breakfall (Judo)	18	def+0	[0]
Counterspell - Blutwesen (Karmesinhundblut) (Herb Lore)	16	def+1	[2]
Counterspell - Taipuisa (Karmesinhundblut) (Herb Lore)	16	def+1	[2]
Disarming (Judo)	18	def+0	[0]
Healing - Blutwesen (Herb Lore)	18	def+1	[2]
Healing - Taipuisa (Herb Lore)	18	def+1	[2]
Health - Blutwesen (Herb Lore)	17	def+1	[2]
Health - Taipuisa (Herb Lore)	17	def+1	[2]
Invisibility - Taipuisa (Herb Lore)	15	def+1	[2]
Judo Throw (Judo)	18	def+0	[0]
Pentagramm-Paste (Herb Lore) Notes: Zutaten Naturalist-3 zu finden; Material 800\$; Verkauf \$3000; Rezept: 300\$; Brauzzeit 4h; Erzeugt ein Pulver/Paste, die als bis zu 9m lange mag. Barriere (bzw. ein 2-hex Kreis mit D=3m) vs. Geister wirkt.	15	def+1	[2]
Sleep - Blutwesen (Herb Lore)	18	def+1	[2]
Tic-Tacs (Acrobatics)	14	def+1	[2]
Trance Tea (Herb Lore) Notes: Zutaten Naturalist-0 zu finden; Material 200\$; Verkauf \$600; Rezept: 100\$; Brauzzeit 2h; Gibt für HT Stunden +3 auf Meditation- und Visualization-Würfe und -2 auf IQ für sonstige Anwendungen.	19	def+1	[2]
Truth - Blutwesen (Herb Lore)	18	def+1	[2]
Whirlwind Attack (Staff)	14	def+0	[0]
			[]
			[]
			[]
			[]
			[]

SCRATCH PAD			

MELEE ATTACKS						
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Bite	14	–	1d-2 cr	C	–	
Kick	12	–	1d-1 cr	C,1	–	
Punch	14	11	1d-2 cr	C	–	
Equipment based	Skill	Parry	Damage	Reach	ST	Notes
Atherisauva (Schlangenblattstab): Staff swing	19	15	2d+2(3) cr dkb	1,2	7†	[3]
Atherisauva (Schlangenblattstab): Staff thrust	19	15	2d+1(3) cr dkb	1,2	7†	[3]
Atherisauva (Schlangenblattstab): 2H-Sword swing	15	11	2d+1(3) cr dkb	1,2	9†	[3]
Atherisauva (Schlangenblattstab): 2H-Sword thrust	15	11	2d(3) cr dkb	2	9†	[3]
Large Knife: swing	14	10	1d-1 cut	C,1	6	
Large Knife: thrust	14	10	1d-1 imp	C	6	[1]
Quarterstaff (Fine/Balanced): staff swing	20	16	2d+1 cr	1,2	7†	
Quarterstaff (Fine/Balanced): staff thrust	20	16	1d+3 cr	1,2	7†	
Quarterstaff (Fine/Balanced): sword swing	16	12	2d+1 cr	1,2	9†	
Quarterstaff (Fine/Balanced): sword thrust	16	12	1d+2 cr	2	9†	
Name	Skill	Parry	Damage	Reach	ST	Notes

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
Atherisauva (Schlangenblattstab)	21	2d+2(3) imp	4	300 yd / 360 yd	1	–	10†	-5	–	[3]
Composite Bow (ST 12 / Fine)	21	2d imp	3	288 yd / 360 yd	1	1(2)	10†	-7	–	[3]
Large Knife	–	1d-1 imp	–	9 yd / 17 yd	1	–	6	-2	–	

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	1 in	-5	+5	15 yd
0	-10	1.5 in	-6	+6	20 yd
0	-9	2 in	-7	+7	30 yd
0	-8	3 in	-8	+8	50 yd
0	-7	5 in	-9	+9	70 yd
0	-6	8 in	-10	+10	100 yd
0	-5	1 ft	-11	+11	150 yd
0	-4	1.5 ft	-12	+12	200 yd
0	-3	2 ft	-13	+13	300 yd
0	-2	1 yd	-14	+14	500 yd
0	-1	1.5 yd	-15	+15	700 yd
0	0	2 yd	-16	+16	1000 yd
-1	+1	3 yd	-17	+17	1500 yd
-2	+2	5 yd	-18	+18	1.14 mi
-3	+3	7 yd	-19	+19	1.7 mi
-4	+4	10 yd	-20	+20	2.84 mi

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals ^[2]	-3
5	Face	-5(f)/-7(b)	–	Eye ^[3]	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest ^[1]	–	–	Jaw	-6
11	Abdomen ^[1]	-1	–	Spine ^[4]	-8
12	Left Arm	-2	–	Limb Vein/Artery ^[5]	-5
13–14	Left Leg	-2	–	Neck Vein/Artery ^[5]	-8
15	Hand	-4	–	Arm/Leg Joint ^[6]	-5
16	Foot	-4	–	Hand/Foot Joint ^[6]	-7
17–18	Neck	-5	–	Groin	-3

[1] If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead

[2] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks

[3] Only targetable by impaling, piercing, and tight-beam burning attacks

[4] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks

[5] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks

[6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit ^[1]	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

[1] Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

SPELL GRIMOIRE							
Air	Skill	Class	Time	Duration	Casting Cost	College	Page
Create Air	15 [1]	Area	1 sec.	5 sec.#	1	Ai	M23, B243
Earth to Air	15 [1]	Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	M25, B243
No-Smell	16 [2]	Regular	1 sec.	1 hr.	2/2	Ai	M24, B243
Purify Air	15 [1]	Area	1 sec.	Instant	1	Ai	M23, B243
Shape Air	15 [1]	Regular	1 sec.	1 min.	1 to 10#	Ai	M24, B243
Wall of Wind	15 [1]	Area	Instant#	1 min.	2/H	Ai	M25
Animal	Skill	Class	Time	Duration	Casting Cost	College	Page
Beast-Soother	15 [1]	Regular	1 sec.	Perm.#	1 to 3	An	M29
Body Control	Skill	Class	Time	Duration	Casting Cost	College	Page
Itch	15 [1]	Regular/R-HT	1 sec.	Scratch#	2	BC	M35, B244
Spasm	15 [1]	Regular/R-HT	1 sec.	Instant	2	BC	M35, B244
Communication & Empathy	Skill	Class	Time	Duration	Casting Cost	College	Page
Dream Sending	15 [1]	Regular/R-Will	1 min.	1 hr.	3	CE, MC	M45
Lend Language	15 [1]	Regular	3 sec.	1 min.	3/1	CE	M46
Mind-Reading	15 [1]	Regular/R-Will	10 sec.	1 min.	4/2	CE	M46, B245
Mind-Sending	15 [1]	Regular	4 sec.	1 min.	4/4	CE	M47, F169
Persuasion	15 [1]	Regular/R-Will	1 sec.	1 min.	2xbonus#	CE	M45
Sense Emotion	15 [1]	Regular	1 sec.	Instant	2	CE	M45, B245
Sense Foes	15 [1]	Inform./Area	1 sec.	Instant	2#	CE	M44, B245
Telepathy	14 [1]	Regular	4 sec.	1 min.	4/4#	CE	M47
Truthsayer	15 [1]	Inform./R-Will	1 sec.	Instant	2	CE	M45, B245
Earth	Skill	Class	Time	Duration	Casting Cost	College	Page
Create Earth	15 [1]	Regular	1 sec.	Perm.	2/cu. yd.	Ea	M51, B246
Earth to Air	15 [1]	Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	M25, B243
Earth to Stone	15 [1]	Regular	1 sec.	Perm.	3/cu. yd.#	Ea	M51, B245
Earth Vision	15 [1]	Regular	1 sec.	30 sec.	2/10 yds.#	Ea, Kn	M51
Essential Earth	15 [1]	Regular	30 sec.	Perm.	8	Ea	M53
Seek Earth	15 [1]	Information	10 sec.	Instant	3	Ea	M50, B245
Shape Earth	15 [1]	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	M50, B245
Stone to Earth	15 [1]	Regular	1 sec.	Perm.	6/cu. yd.	Ea	M51, B246
Summon Earth Elemental	15 [1]	Special	30 sec.	1 hr.	4#	Ea	M27
Walk Through Earth	15 [1]	Regular	1 sec.	10 sec.	3/3#	Ea	M52, F169
Enchantment	Skill	Class	Time	Duration	Casting Cost	College	Page
Enchant	14 [1]	Enchantment	Varies	Perm.	Varies	En	M56, B480
Hideaway	15 [1]	Enchantment	–	Perm.	50#	En	M61
Lighten	15 [1]	Enchantment	–	Perm.	Varies	En	M67
Fire	Skill	Class	Time	Duration	Casting Cost	College	Page
Ignite Fire	15 [1]	Regular	1 sec.	1 sec.	1 to 4/S	Fi	M72, B246
Food	Skill	Class	Time	Duration	Casting Cost	College	Page
Mature	15 [1]	Regular	10 sec.	Perm.	1 per pound	Fo	M78
Season	15 [1]	Regular	10 sec.	Perm.	2/meal	Fo	M77
Test Food	15 [1]	Information	1 sec.	Instant	1 to 3#	Fo	M77, F169
Healing	Skill	Class	Time	Duration	Casting Cost	College	Page
Cure Disease	15 [1]	Regular	10 min.	Instant	4	He	M91, F170
Lend Energy	15 [1]	Regular	1 sec.	Perm.	Varies	He	M89, B248
Lend Vitality	15 [1]	Regular	1 sec.	1 hr.	1 per HP loaned	He	M89, B248
Major Healing	14 [1]	Regular	1 sec.	Perm.	1 to 4	He	M91, B248
Minor Healing	15 [1]	Regular	1 sec.	Perm.	1 to 3	He	M91, B248
Neutralize Poison	15 [1]	Regular	30 sec.	Perm.	5	He	M92
Relieve Sickness	15 [1]	Regular/R-spell	10 sec.	10 min.	2	He	M90
Illusion & Creation	Skill	Class	Time	Duration	Casting Cost	College	Page
Complex Illusion	15 [1]	Area	1 sec.	1 min.	2/H	IC	M96, F170
Create Object	14 [1]	Regular	sec.=cost	Indef.#	2/5 lbs.	IC	M98
Illusion Disguise	15 [1]	Regular	1 sec.	Varies	3	IC	M96, F170
Illusion Shell	15 [1]	Regular	1 sec.	1 min.	1 or 2/H	IC	M96, F170
Know Illusion	15 [1]	Information	1 sec.	Instant	2	IC	M97
Perfect Illusion	15 [1]	Area	1 sec.	1 min.	3/H#	IC	M96
Simple Illusion	15 [1]	Area	1 sec.	1 min.	1/H	IC	M95, F170
Knowledge	Skill	Class	Time	Duration	Casting Cost	College	Page
Analyze Magic	15 [1]	Inform./R-spell	1 hr.	Instant	8	Kn	M102, B249
Aura	15 [1]	Information	1 sec.	Instant	3	Kn	M101, B249
Detect Magic	15 [1]	Regular	5 sec.	Instant	2	Kn	M101, B249
Earth Vision	15 [1]	Regular	1 sec.	30 sec.	2/10 yds.#	Ea, Kn	M51
History	15 [1]	Information	sec.=cost	Instant	Varies	Kn	M106
Identify Spell	15 [1]	Information	1 sec.	Instant	2	Kn	M102, B249
Images of the Past	15 [1]	Regular	10 sec.	1 min.	3/3#	Kn, LD	M107
Mage Sight	15 [1]	Regular	1 sec.	1 min.	3/2	Kn	M102
Seeker	17 [4]	Information	1 sec.	Instant	3	Kn	M105, B249
Trace	15 [1]	Regular	1 min.	1 hr.	3/1	Kn	M106, B249
Light & Darkness	Skill	Class	Time	Duration	Casting Cost	College	Page
Continual Light	15 [1]	Regular	1 sec.	Varies	Varies	LD	M110, B249
Images of the Past	15 [1]	Regular	10 sec.	1 min.	3/3#	Kn, LD	M107

SPELL GRIMOIRE (continued)							
Light & Darkness	Skill	Class	Time	Duration	Casting Cost	College	Page
Light	15 [1]	Regular	1 sec.	1 min.	1/1	LD	M110, B249
Meta-Spells	Skill	Class	Time	Duration	Casting Cost	College	Page
Counterspell	15 [1]	Regular/R-spell	5 sec.	Instant	Varies	MS	M121, B250
Mind Control	Skill	Class	Time	Duration	Casting Cost	College	Page
Command	20 [16]	Blocking/R-Will	1 sec.	Instant	2	MC	M136, B251
Daze	16 [2]	Regular/R-HT	2 sec.	1 min.	3/2	MC	M134, B250
Disorient	15 [1]	Area/R-Will	10 sec.	Indef.#	1	MC	M135
Dream Sending	15 [1]	Regular/R-Will	1 min.	1 hr.	3	CE, MC	M45
False Memory	15 [1]	Regular/R-Will	5 sec.	Varies	Varies	MC	M139
Fear	15 [1]	Area/R-Will	1 sec.	10 min.	1	MC	M134, F171
Foolishness	16 [2]	Regular/R-Will	1 sec.	1 min.	1 per IQ-/H	MC	M134, B250
Forgetfulness	15 [1]	Regular/R-Will or skill	10 sec.	1 hr.	3/3	MC	M135, B250
Panic	15 [1]	Area/R-Will	1 sec.	1 min.	4/2	MC	M134
Sleep	15 [1]	Regular/R-HT	3 sec.	Instant	4	MC	M135, B251
Weaken Will	15 [1]	Regular/R-Will	1 sec.	1 min.	2/pt/H	MC	M136
Movement	Skill	Class	Time	Duration	Casting Cost	College	Page
Apportation	15 [1]	Reg./R-Will	1 sec.	1 min.	Varies	Mo	M142, B251
Plant	Skill	Class	Time	Duration	Casting Cost	College	Page
Animate Plant	15 [1]	Regular	5 sec.	1 min.	Varies	PI	M164
Blade of Grass	15 [1]	Regular	1 sec.	1 min.	1 per 12"/ ½	PI	M:PS 10
Bless Plants	15 [1]	Area	5 min.	1 crop/season	1	PI	M161, F172
Blossom	15 [1]	Area	5 min.	1 hour	2	PI	M162
Breakfall Plants	15 [1]	Regular	1 sec.	1 min.	1 per 50 lbs./H	PI	M:PS13
Conceal	15 [1]	Area	4 sec.	1 min.	varies#	PI	M162
Create Paper	15 [1]	Regular	4 min.	Perm.	1/25 sheets#	PI	M:PS12
Essential Wood	15 [1]	Regular	30 sec.	Perm.	8	PI	M164
Forest Defense	15 [1]	Blocking	—	Instant	1-3	PI	M:PS13
Forest Warning	15 [1]	Area	1 sec.	10 hrs.	2#/S	PI	M162
Green Telurgy	15 [1]	Regular	30 sec.	5 min.	2#/1	PI	M:PS14
Heal Plant	15 [1]	Area	1 min.	Perm.	3	PI	M161, F171
Hide Path	15 [1]	Regular	1 sec.	1 min.	2/1	PI	M162
Hypnotic Leaves	15 [1]	Area/R-IQ	4 sec.	1 min.	2/H	PI	M:PS15
Identify Plant	15 [1]	Information	1 sec.	Instant	2	PI	M161, F171
Plant Growth	15 [1]	Area	10 sec.	1 min.	3/2	PI	M162
Plant Sense	15 [1]	Regular/R-Hide Path	1 sec.	1 min.	3/2	PI	M163
Plant Speech	15 [1]	Regular	1 sec.	1 min.	3/2	PI	M164
Rain of Nuts	15 [1]	Area	1 sec.	1 min.	1/10/S	PI	M165
Razor Grass	15 [1]	Area	10 sec.	10 min.	1#/S	PI	M:PS16
Rejuvenate Plant	15 [1]	Regular	1 sec.	Perm.	3	PI	M163
See Plant Health	15 [1]	Area, Information	1 sec.	30 sec.	1/S	PI	M:PS19
Seek Plant	15 [1]	Information	1 sec.	Instant	2	PI	M161, F171
Shape Plant	15 [1]	Regular	10 sec.	1 min.	3/1#	PI	M161
Shuriken Leaf	17 [4]	Regular	1 sec.	1 sec.	1-3	PI	
Spying Blossom	15 [1]	Regular	10 sec.	5 min.	3/1(2)	PI	
Tree Bark Armor	15 [1]	Regular	4 sec.	10 min.	4/3	PI	M:PS20
Walk Through Plants	15 [1]	Regular	1 sec.	1 min.	3/1	PI	M163
Walk Through Wood	15 [1]	Regular	1 sec.	1 sec.	3/2	PI	M164
Wooden Arm	15 [1]	Regular;R-HT	1 sec.	5 min.	3(4)/2	PI	
Wooden Leg	15 [1]	Regular;R-HT	1 sec.	5 min.	3(4)/2	PI	
Protection & Warning	Skill	Class	Time	Duration	Casting Cost	College	Page
Armor	17 [4]	Regular	1 sec.	1 min.	Varies	PW	M167, B253
Block	16 [2]	Blocking	1 sec.	Instant	1/DB+#	PW	M166
Hardiness	17 [4]	Blocking	1 sec.	Instant	1/DR+#	PW	M167
Shield	17 [4]	Regular	1 sec.	1 min.	Varies	PW	M167, B252
Sound	Skill	Class	Time	Duration	Casting Cost	College	Page
Sound	15 [1]	Regular	1 sec.	Varies	Varies	So	M171, F172
Thunderclap	15 [1]	Regular	1 sec.	Instant	2	So	M171
Voices	15 [1]	Regular	1 sec.	1 min.	3/2	So	M172
Water	Skill	Class	Time	Duration	Casting Cost	College	Page
Create Spring	15 [1]	Regular	1 min.	Perm.	Varies	Wa	M190
Create Water	15 [1]	Regular	1 sec.	Perm.	2/gal.	Wa	M184, B253
Destroy Water	15 [1]	Area	1 sec.	Perm.	3/S	Wa	M185, B253
Dry Spring	15 [1]	Regular	1 min.	Perm.	varies#	Wa	M188
Essential Water	15 [1]	Regular	1 sec.	Perm.	3/gal.	Wa	M189
Purify Water	15 [1]	Special	5-10 sec./gal.#	Perm.	1/gal.	Wa	M184, B253
Seek Water	15 [1]	Information	1 sec.	Instant	2	Wa	M184, B253
Shape Water	15 [1]	Regular	2 sec.	1 min.	1/1#	Wa	M185, B253
Name	Skill	Class	Time	Duration	Casting Cost	College	Page

SPELL GRIMOIRE (continued)							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page

EQUIPMENT			
Qty	Item	Cost	Weight
1	Atherisauva (Schlangenblattstab; TL0; Weapon Master Damage Bonus) Description: TL:0 LC:4, [Mode:lightbow Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3]], [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.] Notes: [3]	1300	3 lb
1	Composite Bow (ST 12 / Fine; TL1; Fine Quality; Weapon Master Damage Bonus) {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] Notes: [3]	3600	4 lb
1	Fur Loincloth (TL0) {p. B283} Description: TL:0 LC:-- DR:1* Locations: groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: groin	10	—
1	Large Knife (TL0; Weapon Master Damage Bonus) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]	40	1 lb
1	Personal Basics (TL0) {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Pouch (TL0) {p. B288} Per Unit - Cost: 10 Contents - Cost: 30, Weight: 7 lb Description: TL:0 Notes: Holds 3 lbs.	40	7 lb
1	Blanket (TL1) {p. B288} Description: TL:1 Notes: A warm sleeping blanket.	20	4 lb
2	Rope, 3/8" (per 10 yards; TL1) {p. B288} Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.	10	3 lb
1	Quarterstaff (Fine/Balanced; TL0; Fine (Balance); Weapon Master Damage Bonus) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]	50	4 lb
1	Shoulder Quiver (TL0) {p. B289} Per Unit - Cost: 10, Weight: 8 oz Contents - Cost: 32, Weight: 1.6 lb Description: TL:0 Notes: Holds 12 arrows or bolts.	42	2.1 lb
16	Arrow (TL0) {p. B275} Per Unit - Cost: 2, Weight: 1.6 oz	32	1.6 lb
1	Wineskin (TL0) {p. B288} Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 4 lb Description: TL:0 Notes: Holds 1 gallon of liquid.	10	4.25 lb
2	Water (1 qt; TL0) {p. B288} Per Unit - Weight: 2 lb Description: TL:0 Notes: 1 pint of water.	0	4 lb