

Name: AmpuaPlayer: SvenSpent: 902Race: TaipuisaHt: 1,60mWt: 50kgAge: 132Unspent: 61

Appearance: Klein, zierlich, sehr weiblich, mit sehnigen Muskeln unter der zarten grünen Haut.

## **CHARACTER SHEET**

ST	11[1]	[	20]	HP	11	[	0]	Basic Speed 6,25	] [	0]
DX	14[2]	[	60]	Will	18	[	20]	Basic Move 6	[	0]
IQ	14	[	80]	Per	16	[	10]	<b>BL</b> 24 II	b (s	T×ST)/5
нт	11[3]	[	10]	FP	12	[	3]	Thr 1d-1	Sw 1c	1+1
[1] -1 from 'Reduced ST'			[2] +1 f	rom 'Ex	tra DX'		[3] Cond. +1 fr	om 'Fit'		

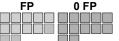
ı	Vision	1811	Fright Che	CK	20[2]	Broad Jump	4 ya
I	Hearing	<b>17</b> [3]	Conscious	ness	12[4]	Money	2550[5]
I	Touch	16	Death Che	ck	12[4]	Initiative (1d3+)	725
ĺ	Taste/Smell	16	High Jump	2.9	92 ft		
ĺ	[1] +2 from 'Acute Vi	sion', Cond	d. +1 from		from 'Fit'	'Money' +3600 fron	n 'Money'

[2] +2 from 'Combat Reflexes'
[3] +1 from 'Acute Hearing'

[5] +3397 from 'Money', +3600 from 'Money', +250 from 'Money'

	THRESHOLD-LIMITED MAGIC / UNLIMITED MANA										
Rec.	Thresh	Loc. Thresh	Calamity +1 per 5pts	Power Tally							
8	36		+1 per 5pts								
	<u>nacion nacion aciona cincion aciona aciona</u>										

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP



} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

PARRY		PAF	RRY	BLC	OCK	DOD	GE	OTI	HER
11[1]		1	5 <sup>[1]</sup>	9[1]		9/10[1]			
DX		Sta	aff		x	Ligh	ıt		
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2		Groin	1*	0	-	
Neck	0	0	_		Arms	0	0	6	
Skull	2	0	_		Hands	0	0	4	
Face	0	0	_		Legs	0	0	6	
Torso	0	0	-		Feet	0	0	4	

[1] +1 from 'Combat Reflexes'

	ENCUMBRANCE TABLE							
Name	None	« Light »	Med	Hvy	X-Hvy			
Basic	24 lb	48 lb	72 lb	144 lb	240 lb			
Ground	6 yd	4 yd	3 yd	2 yd	1 yd			
Water	1 yd	1 yd	1 yd	1 yd	1 yd			
Jump	6 yd	4 yd	3 yd	2 yd	1 yd			
Dodge	10	9	8	7	6			

LIFTING FEATS							
	1-Hand	2-Hand	Shove /	Carry on	Shift		
Name	Lift <sup>[1]</sup>	Lift <sup>[2]</sup>	Over <sup>[3]</sup>	Back <sup>[4]</sup>	Slightly		
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb		
[1] Takes 2 secon	ds to complete	[3	] Double with a	running start			
[2] Takes 4 secon	ds to complete	[4	[4] Lose 1 FP/sec while over X-Hvy enc.				

	JUMP TABLE									
Mvmt.	Rest	1	2	3	4	5	6+			
High	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.56 yd	1.72 yd	1.78 yd			
Broad	3.67 yd	4.33 yd	5 yd	5.67 yd	6.33 yd	7 yd	7.33 yd			

SLAM TABLE							
Mvmt.	1–2	3–4	5–7				
Dmg.	1d-3	1d-2	1d-1				



## REACTION MODIFIERS

Appearance: +1
+1 from 'Appearance'

Status: +1

+1 from 'KEF Seeker Rank'

Other: +1

Helf. + T I + 1 from 'Charisma', Cond. +3 from 'Outdoorsman' when Explorers, nature lovers, and the like, Cond. +1 from 'Reputation (Einsatzflechte: Nebelland-Veteranin)', Cond. +1 from 'Reputation (Einsatzflechte: Operation Maske Runter)', Cond. -2 from 'Reputation (Unzuverlässige und eigenbrötlerische Sucherin)', Cond. +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known, Cond. +2 from 'Sense of Duty (Taipuisa-Hallapuisa)' when in dangerous situations if Sense of Duty is known, Cond. +2 from 'Voice' when your voice can be heard

CULTURAL FAMILIARITIES	
Native	Pts
C: Taipuisa (Native)	[ 0]
Non-native	Pts
C: Imisén	[ 1]
	[ ]
	[ ]

	LANGUAGES		
Native	Spoken	Written	Pts
L: Taipuisa (Native)	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
L: Arraw	Broken	-	[ 1]
L: Oljipuni	Accented	Literate	[ 4]
L: Xukvutan	None	Semi-Lit.	[ 1]
			[ ]
			[ ]

TEMPLATES AND META-TRAITS	
Name	Pts
Taipuisa	[ 59]
Taipuisa - Hallapuisa	[ -13]

	Pts
[	5]
	]

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	203]
Advantages, Perks [	281
Disadvantages, Quirks [	-81]
Skills, Techniques [	348]
Spells [	151 ]
Total Points Spent:	902
Unspent Points:	61

Acute Hearing 1 Roll to hear: 17 (Hearing)  Acute Vision 2 Roll to see: 18 (Vision)  Appearance (Attractive)  Chameleon 3 (Accessibility (Only in natural environment) [(+2), -20%)  Charisma 1	4
Roll to hear: 17 (Hearing)  Acute Vision 2 [ Roll to see: 18 (Vision)  Appearance (Attractive) [ Chameleon 3 (Accessibility (Only in natural environment) [ (+2), -20%)	4
Roll to see: 18 (Vision)  Appearance (Attractive)  Chameleon 3 (Accessibility (Only in natural environment) [ (+2), -20%)	4
Appearance (Attractive) [ Chameleon 3 (Accessibility (Only in natural environment) [ (+2), -20%)	
Chameleon 3 (Accessibility (Only in natural environment) [ (+2), -20%)	
(+2), -20%)	4
	12
	5
Combat Reflexes [	15
Doesn't Eat or Drink (Needs sunlight and water, -30%)	7
	20
Fit [	5
· · · · · · · · · · · · · · · · · · ·	20
Increased Threshold 1	5
<u>.</u>	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 [ - Hazardous5)	10
Night Vision 3	3
NO Pacifism (Cannot Kill)	15
	_
	30
Plant Empathy Roll to empathize: 14 (IQ)	5
Racial Memory (Passive)	15
Roll to Remember: 14 (IQ)	10
Rapid Healing [	5
Reputation +1 (Einsatzflechte: Nebelland-Veteranin;	1
Gadget/Can Be Stolen: Thief must win a Quick Contest of	
DX or ST, -30%; All the time, *1; Small class, *1/3)	
Reputation +1 (Einsatzflechte: Operation Maske Runter; [	1
Gadget/Can Be Stolen: Thief must win a Quick Contest of	
DX or ST, -30%; All the time, *1; Small class, *1/3)	
Resistant (Sickness; Common; +8, *1/2)	7
Telescopic Vision 1	5
	30
Threshold Magery 0	5
Roll to detect Magic Items with Mage Sense: 16 (Per)	
Unaging (Not Game-Relevant, -80%) [	3
Voice	10
	10
Wealth (Comfortable)	
Wealth (Comfortable)  Weapon Master (Traditional Taipuisa Weapons; a small	30
Wealth (Comfortable)	
Wealth (Comfortable)  Weapon Master (Traditional Taipuisa Weapons; a small	

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

DISADVANTAGES		
Name		Pts
Code of Honor (Gentleman's)	ī	-10]
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!		
Code of Honor (Taipuisa)	[	-5]
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.		
Enemy (Slavers; Small group (3-5 people); 6 or less, *1/2;	[	-5]
Hunter, *1)	_	
Pacifism (Cannot Harm Innocents)	ī	-10]
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.		
Pacifism*DISABLED* (Cannot Kill)	[	-15]
Reduced ST -1 (Affects ST, +0%)	_[	-10]

DISADVANTAGES (continued)		
Name		Pts
Reputation -2 (Unzuverlässige und eigenbrötlerische	[	-1]
Sucherin; 7 or less, *1/3; Small class, *1/3)		
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]
	[	]
	[	]
	[	]

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

SKILLS				
Name	Level	Relative	ı	Pts
Acrobatics	17	DX+3	[	16]
dAerobatics	13	DX-1	[_	1]
Architecture/TL3	14	IQ+0	_[_	1]
Area Knowledge (Ampiaina)	14	IQ+0	Ļ	1]
Area Knowledge (Hotatoka)	14	IQ+0	Ļ	1]
Armoury/TL3 (Missile Weapons)	13	IQ-1 IQ-1	Ļ	1] 2]
Artist (Drawing) Artist (Illusion)	14	IQ+0	ļ	41
Artist (Moodworking)	14	IQ+0	<u> </u>	41
Bow	21	DX+7	<u> </u>	281
dCamouflage	20	IQ+6	I I	71
+3 from 'Outdoorsman'	20	10.0	L	, 1
Climbing	16	DX+2	[	8]
Criminology/TL3	15	IQ+1	Ī	4]
Dancing	14	DX+0	[	2]
Detect Lies	16	Per+0	[	4]
Diagnosis/TL3 (Taipuisa)	12	IQ-2		1]
Diplomacy	14	IQ+0	[	1]
+2 from 'Voice', Cond. +1 from 'Charisma' when making				
Influence rolls Escape	12	DX-2	Г	1]
Fast-Draw (Arrow)	15	DX+1	1	11
+1 from 'Combat Reflexes'		DA: I	L	٠, ١
First Aid/TL3 (Taipuisa)	15	IQ+1	[	2]
Herb Lore/TL3	18	IQ+4	Ī	24]
Hidden Lore (Mysteries of Nature)	14	IQ+0	Ī	2]
Hidden Lore (Necromancy)	13	IQ-1	Ī	1]
Hidden Lore (Taipuisa)	14	IQ+0	Ī	2]
Hidden Lore (Xuktcha)	13	IQ-1	[	1]
Innate Attack (Projectile)	17	DX+3	[	8]
Parry: 12			_	
dInterrogation	14	IQ+0	Ĺ	1]
Intimidation	17	Will-1	l	1]
Cond. +1 from 'Charisma' when making Influence rolls, Cond1 from 'Reputation (Einsatzflechte: Nebelland-				
Veteranin)' when your reputation works against you,				
Cond1 from 'Reputation (Einsatzflechte: Operation				
Maske Runter)' when your reputation works against you, Cond2 from 'Reputation (Unzuverlässige und				
eigenbrötlerische Sucherin)' when your reputation works				
Judo	18	DX+4	1	20]
Parry: 13	10	DAT4	L	20]
Jumping	15	DX+1	ſ	21
Knife	14	DX+0	i	11
Parry: 10			•	,
dKnot-Tying	12	DX-2		0]
Law (KEF)	12	IQ-2		1]
Meditation	18	Will+0	[_	4]
Mimicry (Animal Sounds)	17	IQ+3	[	1]
+3 from 'Outdoorsman', +2 from 'Voice'	17	10.13	г	4 1
Mimicry (Bird Calls) +3 from 'Outdoorsman', +2 from 'Voice'	17	IQ+3	[	1]
Mimicry (Plant sounds)	17	IQ+3	[	11
+3 from 'Outdoorsman', +2 from 'Voice'			٠.	
Mind Block	18	Will+0	[	2]
Musical Instrument (Flute)	16	IQ+2	[	12]
Noturalist (Dyles)	18	IQ+4	[	8]
Naturalist (Pylae)				0.1
+3 from 'Outdoorsman'		10.0	-	2]
+3 from 'Outdoorsman' Navigation/TL3 (Land)	20	IQ+6	[	
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman'			_	41
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation	20	IQ+6 Per+3	[	4]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision'		Per+3	_	
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo)	19		_	4] 2]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision'	19	Per+3 IQ-1 IQ-2	_	2]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén)	19 13 12	Per+3	_	2]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3	19 13 12 12	Per+3 IQ-1 IQ-2 IQ-2	_	2] 1]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3	19 13 12 12 14	Per+3 IQ-1 IQ-2 IQ-2 IQ+0	_	2] 1] 1] 2]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds)	19 13 12 12 14 13	Per+3 IQ-1 IQ-2 IQ-2 IQ+0 DX-1	_	2] 1] 1] 2]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls	19 13 12 12 14 13 13	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0	_	2] 1] 1] 2] 1] 8]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search	19 13 12 12 14 13 13 14	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0 Per+1	_	2] 1] 1] 2] 1] 8] 1]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search Sex Appeal (Imisén)	19 13 12 12 14 13 13	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0	_	2] 1] 1] 2] 1] 8]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search Sex Appeal (Imisén) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from	19 13 12 12 14 13 13 14	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0 Per+1	_	2] 1] 1] 2] 1] 8] 1]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search Sex Appeal (Imisén) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls	19 13 12 12 14 13 13 14 17 14	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0 Per+1 HT+3		2] 1] 1] 2] 3] 8] 1] 4]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search Sex Appeal (Imisén) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from	19 13 12 12 14 13 13 14	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0 Per+1	_	2] 1] 1] 2] 1] 8] 1]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search Sex Appeal (Imisén) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Sex Appeal (Taipuisa) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls	19 13 12 12 14 13 13 14 17 14	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0 Per+1 HT+3		2] 1] 1] 2] 1] 8] 8] 4] 2]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search Sex Appeal (Imisén) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Sex Appeal (Taipuisa) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Sex Appeal (Taipuisa) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Singing	19 13 12 12 14 13 13 14 17 14	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0 Per+1 HT+3		2] 1] 1] 2] 3] 8] 1] 4]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search Sex Appeal (Imisén) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Sex Appeal (Taipuisa) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Singing +2 from 'Voice'	19 13 12 12 14 13 13 14 17 14 17 14	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0 Per+1 HT+3  HT+2		2] 1] 1] 2] 1] 8] 1] 4] 2]
+3 from 'Outdoorsman' Navigation/TL3 (Land) +3 from 'Absolute Direction', +3 from 'Outdoorsman' Observation +2 from 'Acute Vision' Physiology/TL3 (Arrodo) Physiology/TL3 (Imisén) Poisons/TL3 Research/TL3 Riding (Birds) Running Savoir-Faire (Taipuisa High Society) Cond. +1 from 'Charisma' when making Influence rolls Search Sex Appeal (Imisén) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Sex Appeal (Taipuisa) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Sex Appeal (Taipuisa) +1 from 'Appearance', +2 from 'Voice', Cond. +1 from 'Charisma' when making Influence rolls Singing	19 13 12 12 14 13 13 14 17 14	Per+3  IQ-1 IQ-2 IQ-2 IQ+0 DX-1 HT+2 IQ+0 Per+1 HT+3		2] 1] 1] 2] 1] 8] 8] 4] 2]

SKILLS (continue	ed)		
Name	Level	Relative	Pts
Stealth	20	DX+6	[ 24]
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			
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	[ 2] [ 2] [ 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	P	ts
Acrobatic Stand (Acrobatics)	11	def+0	[	0]
Alchemical Antidote - Blutwesen (Herb	16	def+1	[	2]
Lore)				
Alchemical Antidote - Taipuisa (Herb	16	def+1	[	2]
Lore)				
Arm Lock (Judo)	18	def+0	[	0]
Blauer Felsstern-Sud (Herb Lore)	17	def+1	[	2]
Notes: Blauer Felssstern Naturalist-2 zu finden; Material				-
375\$; Verkauf \$1200; Rezept: 200\$; Brauzeit 4h; Trank gibt einen zusätzlichen HT+8 vs. mag. Krankheiten.				
Breakfall (Judo)	18	def+0	Г	0]
Counterspell - Blutwesen	16	def+1	+	21
(Karmesinhundblut) (Herb Lore)		doi: i	L	ر -
Counterspell - Taipuisa	16	def+1	г	2]
(Karmesinhundblut) (Herb Lore)	10	derri	L	ر ک
Disarming (Judo)	18	def+0	Г	01
Healing - Blutwesen (Herb Lore)	18	def+1		2]
Healing - Taipuisa (Herb Lore)	18	def+1		2]
Health - Blutwesen (Herb Lore)	17	def+1	<u> </u>	2]
Health - Taipuisa (Herb Lore)	17	def+1	ļ	21
	15	def+1	<u> </u>	21
Invisibility - Taipuisa (Herb Lore)			Ļ	2] 2] 0]
Judo Throw (Judo)	18 15	def+0	Ļ	0]
Pentagramm-Paste (Herb Lore) Notes: Zutaten Naturalist-3 zu finden: Material 800\$:	15	def+1	L	2]
Verkauf \$3000; Rezept: 300\$; Brauzeit 4h; Erzeugt ein				
Pulver/Paste, die als bis zu 9m lange mag. Barriere				
(bzw. ein 2-hex Kreis mit D=3m) vs. Geister wirkt.	40	1.6.4	_	1
Sleep - Blutwesen (Herb Lore)	18	def+1	Ļ	2]
Tic-Tacs (Acrobatics)	14	def+1	<u>Ļ</u>	2] 2] 21
Trance Tea (Herb Lore)	19	def+1	l	2]
Notes: Zutaten Naturalist-0 zu finden; Material 200\$; Verkauf \$600; Rezept: 100\$; Brauzeit 2h; Gibt für HT				
Stunden +3 auf Meditation- und Visualization-Würfe und				
-2 auf IQ für sonstige Anwendungen.				
Truth - Blutwesen (Herb Lore)	18	def+1	<u> </u>	2]
Whirlwind Attack (Staff)	14	def+0	[	0]
			[	]
			_[	]
			_[	]
			[	]
			_[	]
			_[	]

SCRATCH PAD

Taipuisa Ampua

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Notes	
Bite	14		1d-2 cr	С	_		
Kick	12	-	1d-1 cr	C,1	-		
Punch	14	11	1d-2 cr	С	_		
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	С	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 <sup>[2]</sup>	-3		
5	Face	-5(f)/-7(b)	_	Eye <sup>[3]</sup>	-9		
6–7	Right Leg	-2	_	Ear	-7		
8	Right Arm	-2	_	Nose	-7		
9–10	Chest <sup>[1]</sup>	_	_	Jaw	-6		
11	Abdomen <sup>[1]</sup>	-1	_	Spine <sup>[4]</sup>	-8		
12	Left Arm	-2	_	Limb Vein/Artery[5]	-5		
13–14	Left Leg	-2	_	Neck Vein/Artery <sup>[5]</sup>	-8		
15	Hand	-4	_	Arm/Leg Joint <sup>[6]</sup>	-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 [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks [6] Only targetable by crushing, cutti
- 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 <sup>[1]</sup>	Vitals	-8	Inside Elbow	Arm Joint	: <b>-</b> 8			
Back of Knee	e 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.

			L GRIMOIRE	_			_
Air		Class	Time	Duration	Casting Cost	College	Page
Create Air	15 [1]		1 sec.	5 sec.#	1	Ai	M23, B243
Earth to Air		Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	M25, B243
No-Smell		Regular	1 sec.	1 hr.	2/2	Ai	M24, B243
Purify Air	15 [1]		1 sec.	Instant	1	Ai	M23, B243
Shape Air		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		Regular/R-HT	1 sec.	Scratch#	2	BC	M35, B244
Spasm		Regular/R-HT	1 sec.	Instant	2	BC	M35, B244
•							
Communication & Empathy		Class	Time	Duration	Casting Cost	College	Page
Dream Sending		Regular/R-Will	1 min.	1 hr.	3	CE, MC	M45
Lend Language		Regular	3 sec.	1 min.	3/1	CE	M46
Mind-Reading		Regular/R-Will	10 sec.	1 min.	4/2	CE	M46, B245
Mind-Sending		Regular	4 sec.	1 min.	4/4	CE	M47, F169
Persuasion		Regular/R-Will	1 sec.	1 min.	2xbonus#	CE	M45
Sense Emotion		Regular	1 sec.	Instant	2	CE	M45, B245
Sense Foes		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		Regular	1 sec.	Perm.	2/cu. vd.	Ea	M51, B246
Earth to Air		Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	M25, B243
Earth to Stone		Regular	1 sec.	Perm.	3/cu. yd.#	Ea	M51, B245
Earth Vision		Regular	1 sec.	30 sec.	2/10 yds.#	Ea, Kn	M51, B246
Essential Earth		Regular	30 sec.	Perm.	8	Ea	M53
Seek Earth		Information	10 sec.	Instant	3	Ea	M50, B245
Shape Earth		Regular	1 sec.	1 min.	1/cu. yd./h	Ea	M50, B245
Stone to Earth		Regular	1 sec.	Perm.	6/cu. yd.	Ea	M51, B246
Summon Earth Elemental		Special	30 sec.	1 hr.	4#	Ea	M27
Walk Through Earth		Regular	1 sec.	10 sec.	3/3#	Ea	M52, F169
Walk Hilough Earth	13[1]	Regulai	1 Sec.		3/3#		
Enchantment		Class	Time	Duration	Casting Cost	College	Page
Enchant		Enchantment	Varies	Perm.	Varies	En	M56, B480
Hideaway		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]		1 sec.	1 sec.	1 to 4/S	Fi	M72, B246
							· · · · · · · · · · · · · · · · · · ·
Food		Class	Time	Duration	Casting Cost	College	Page
Mature		Regular	10 sec.	Perm.	1 per pound	Fo	M78
Season		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		Regular	1 sec.	Perm.	Varies	He	M89, B248
Lend Vitality		Regular	1 sec.	1 hr.	1 per HP loaned	Не	M89, B248
Major Healing		Regular	1 sec.	Perm.	1 to 4	Не	M91, B248
Minor Healing		Regular	1 sec.	Perm.	1 to 3	He	M91, B248
Neutralize Poison		Regular	30 sec.	Perm.	5	He	M92
Relieve Sickness		Regular/R-spell	10 sec.	10 min.	2	Не	M90
			Time	Duration	Casting Cost		Dono
Illusion & Crostian	GP:III		rime		บลรแกน <b>บ</b> 0รโ	College	Page
Illusion & Creation	Skill					10	MOG E470
Complex Illusion	15 [1]	Area	1 sec.	1 min.	2/H	IC	M96, F170
Complex Illusion Create Object	15 [1] 14 [1]	Area Regular	1 sec. sec.=cost	1 min. Indef.#	2/H 2/5 lbs.	IC	M98
Complex Illusion Create Object Illusion Disguise	15 [1] 14 [1] 15 [1]	Area Regular Regular	1 sec. sec.=cost 1 sec.	1 min. Indef.# Varies	2/H 2/5 lbs. 3	IC IC	M98 M96, F170
Complex Illusion Create Object Illusion Disguise Illusion Shell	15 [1] 14 [1] 15 [1] 15 [1]	Area Regular Regular Regular	1 sec. sec.=cost 1 sec. 1 sec.	1 min. Indef.# Varies 1 min.	2/H 2/5 lbs. 3 1 or 2/H	IC IC IC	M98 M96, F170 M96, F170
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion	15 [1] 14 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information	1 sec. sec.=cost 1 sec. 1 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant	2/H 2/5 lbs. 3 1 or 2/H 2	IC IC IC	M98 M96, F170 M96, F170 M97
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion	15 [1] 14 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min.	2/H 2/5 lbs. 3 1 or 2/H 2 3/H#	IC IC IC IC	M98 M96, F170 M96, F170 M97 M96
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area Area	1 sec. sec.=cost 1 sec. 1 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant	2/H 2/5 lbs. 3 1 or 2/H 2	IC IC IC	M98 M96, F170 M96, F170 M97
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min.	2/H 2/5 lbs. 3 1 or 2/H 2 3/H#	IC IC IC IC	M98 M96, F170 M96, F170 M97 M96
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] Skill	Area Regular Regular Regular Information Area Area	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min.	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H	IC IC IC IC IC	M98 M96, F170 M96, F170 M97 M96 M95, F170
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] Skill 15 [1]	Area Regular Regular Regular Information Area Area Class	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Undef.#	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost	IC IC IC IC IC IC College	M98 M96, F170 M96, F170 M97 M96 M95, F170 Page
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area Area Class Inform./R-spell	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost	IC IC IC IC IC IC College Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170 <b>Page</b> M102, B249
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area Area Class Inform./R-spell Information	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost 8	IC IC IC IC IC IC College Kn Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170 <b>Page</b> M102, B249 M101, B249
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura Detect Magic	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area Area Class Inform./R-spell Information Regular Regular	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec. 5 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant Instant Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H <b>Casting Cost</b> 8 3	IC IC IC IC IC IC College Kn Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170 <b>Page</b> M102, B249 M101, B249 M101, B249
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura Detect Magic Earth Vision History	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Information Area Area Class Inform./R-spell Information Regular Regular	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec. 5 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant Instant Instant Instant Instant Instant Instant 30 sec.	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost 8 3 2 2/10 yds.#	IC IC IC IC IC IC College Kn Kn Kn Ea, Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170 <b>Page</b> M102, B249 M101, B249 M51 M106
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura Detect Magic Earth Vision History Identify Spell	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area Area Class Inform./R-spell Information Regular Regular Information	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec. 5 sec. 1 sec. sec.=cost	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost 8 3 2 2/10 yds.# Varies	IC IC IC IC IC IC College Kn Kn Kn Ea, Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170 <b>Page</b> M102, B249 M101, B249 M51 M106
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura Detect Magic Earth Vision History Identify Spell Images of the Past	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area Area Class Inform./R-spell Information Regular Information Regular Regular Information Information Regular	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec. 5 sec. 1 sec. sec.=cost 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost 8 3 2 2/10 yds.# Varies 2 3/3#	IC IC IC IC IC IC College Kn Kn Kn Kn Kn Kn Kn Kn Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170  Page M102, B249 M101, B249 M51 M106 M102, B249
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura Detect Magic Earth Vision History Identify Spell Images of the Past Mage Cidentify Magic Past Mage Sight	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	Area Regular Regular Regular Information Area Area Class Inform./R-spell Information Regular Information Regular Regular Information Regular Regular Regular Regular Regular Regular	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec. 5 sec. 1 sec. sec.=cost 1 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost 8 3 2 2/10 yds.# Varies 2 3/3# 3/2	IC IC IC IC IC IC College Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170  Page M102, B249 M101, B249 M51 M106 M102, B249 M107 M102
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura Detect Magic Earth Vision History Identify Spell Images of the Past Mage Sight Seeker	15 [1] 14 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 17 [4]	Area Regular Regular Regular Information Area Area Class Inform./R-spell Information Regular Regular Information Regular Regular Information Regular Information Regular Regular Information	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec. 5 sec. 1 sec. sec.=cost 1 sec. 10 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost 8 3 2 2/10 yds.# Varies 2 3/3# 3/2 3	IC IC IC IC IC IC College Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170  Page M102, B249 M101, B249 M51 M106 M102, B249 M107 M102 M105, B249
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura Detect Magic Earth Vision History Identify Spell Images of the Past Mage Sight Seeker Trace	15 [1] 14 [1] 15 [1]	Area Regular Regular Regular Information Area Area Class Inform./R-spell Information Regular Information Regular Information Information Regular Information Regular Regular Regular Regular Regular Regular Regular Regular	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec. 5 sec. 1 sec. sec.=cost 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost 8 3 2 2/10 yds.# Varies 2 3/3# 3/2 3 3/1	IC IC IC IC IC College Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170  Page M102, B249 M101, B249 M51 M106 M102, B249 M107 M102 M105, B249 M106, B249
Complex Illusion Create Object Illusion Disguise Illusion Shell Know Illusion Perfect Illusion Simple Illusion Knowledge Analyze Magic Aura Detect Magic Earth Vision History Identify Spell Images of the Past Mage Sight Seeker	15 [1] 14 [1] 15 [1]	Area Regular Regular Regular Information Area Area Class Inform./R-spell Information Regular Regular Information Regular Regular Information Regular Information Regular Regular Information	1 sec. sec.=cost 1 sec. 1 sec. 1 sec. 1 sec. 1 sec. Time 1 hr. 1 sec. 5 sec. 1 sec. sec.=cost 1 sec. 10 sec. 1 sec.	1 min. Indef.# Varies 1 min. Instant 1 min. 1 min. Duration Instant	2/H 2/5 lbs. 3 1 or 2/H 2 3/H# 1/H Casting Cost 8 3 2 2/10 yds.# Varies 2 3/3# 3/2 3	IC IC IC IC IC IC College Kn	M98 M96, F170 M96, F170 M97 M96 M95, F170  Page M102, B249 M101, B249 M51 M106 M102, B249 M107 M102 M105, B249

Light & Darkness	Skill	Class	IMOIRE (conti Time	nued) Duration	Casting Cost	College	Page
Light		Regular	1 sec.	1 min.	1/1	LD	M110, B24
Meta-Spells		Class	Time	Duration	Casting Cost	College	Page
Counterspell		Regular/R-spell	5 sec.	Instant	Varies	MS	M121, B25
Mind Control		Class	Time	Duration	Casting Cost	College	Page
Command		Blocking/R-Will	1 sec.	Instant	2	MC	M136, B25
Daze		Regular/R-HT	2 sec.	1 min.	3/2	MC	M134, B25
Disorient		Area/R-Will	10 sec.	Indef.#	1	MC	M135
Dream Sending		Regular/R-Will	1 min.	1 hr.	3	CE, MC	M45
False Memory		Regular/R-Will	5 sec.	Varies	Varies	MC	M139
Fear		Area/R-Will	1 sec.	10 min.	1	MC	M134, F17
Foolishness		Regular/R-Will	1 sec.	1 min.	1 per IQ-/H	MC	M134, B25
Forgetfulness	15 [1]	Regular/R-Will or	10 sec.	1 hr.	3/3	MC	M135, B25
	45.14	skill			4/0	140	
Panic		Area/R-Will	1 sec.	1 min.	4/2	MC	M134
Sleep Weaken Will		Regular/R-HT Regular/R-Will	3 sec. 1 sec.	Instant 1 min.	4 2/pt/H	MC MC	M135, B25
					•		
Movement		Class	Time	Duration	Casting Cost	College	Page
Apportation	15 [1]	Reg./R-Will	1 sec.	1 min.	Varies	Мо	M142, B25
Plant	Skill	Class	Time	Duration	<b>Casting Cost</b>	College	Page
Animate Plant		Regular	5 sec.	1 min.	Varies	Pl	M164
Blade of Grass	15 [1]	Regular	1 sec.	1 min.	1 per 12"/ 1/2	PI	M:PS 10
Bless Plants	15 [1]	Area	5 min.	1 crop/	1	PI	M161, F17
				season			
Blossom		Area	5 min.	1 hour	2	PI	M162
Breakfall Plants		Regular	1 sec.	1 min.	1 per 50 lbs./H	PI	M:PS13
Conceal		Area	4 sec.	1 min.	varies#	PI	M162
Create Paper		Regular	4 min.	Perm.	1/25 sheets#	PI	M:PS12
Essential Wood		Regular	30 sec.	Perm.	8	Pl Pl	M164
Forest Defense		Blocking Area	1 000	Instant 10 hrs.	1-3 2#/S	Pl Pl	M:PS13 M162
Forest Warning Green Telurgy		Regular	1 sec. 30 sec.	5 min.	2#/5 2#/1	PI Pl	M:PS14
Heal Plant		Area	1 min.	Perm.	3	PI PI	M161, F17
Hide Path		Regular	1 sec.	1 min.	2/1	PI	M162
Hypnotic Leaves		Area/R-IQ	4 sec.	1 min.	2/H	Pl	M:PS15
Identify Plant		Information	1 sec.	Instant	2	Pl	M161, F17
Plant Growth		Area	10 sec.	1 min.	3/2	Pl	M162
Plant Sense		Regular/R-Hide	1 sec.	1 min.	3/2	PI	
		Path	. 555.		0.2		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		Area	10 sec.	10 min.	1#/S	PI	M:PS16
Rejuvenate Plant		Regular	1 sec.	Perm.	3	PI	M163
See Plant Health	15 [1]	Area,Information	1 sec.	30 sec.	1/S	Pl	M:PS19
Seek Plant		Information	1 sec.	Instant	2	Pl	M161, F17
Shape Plant		Regular	10 sec.	1 min.	3/1#	PI	M161
Shuriken Leaf		Regular	1 sec.	1 sec.	1-3	PI	
Spying Blossom		Regular	10 sec.	5 min.	3/1(2)	PI	
Tree Bark Armor		Regular	4 sec.	10 min.	4/3	PI	M:PS20
Walk Through Plants		Regular	1 sec.	1 min.	3/1	PI	M163
Walk Through Wood		Regular	1 sec.	1 sec.	3/2	PI	M164
Wooden Arm		Regular;R-HT	1 sec.	5 min.	3(4)/2	PI	
Wooden Leg		Regular;R-HT	1 sec.	5 min.	3(4)/2	PI	
Protection & Warning		Class	Time	Duration	Casting Cost	College	Page
Armor		Regular	1 sec.	1 min.	Varies	PW	M167, B25
Block		Blocking	1 sec.	Instant	1/DB+#	PW	M166
Hardiness		Blocking	1 sec.	Instant	1/DR+#	PW	M167
Shield	17 [4]	Regular	1 sec.	1 min.	Varies	PW	M167, B2
Sound	Skill	Class	Time	Duration	<b>Casting Cost</b>	College	Page
Sound		Regular	1 sec.	Varies	Varies	So	M171, F1
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		Regular	1 min.	Perm.	Varies	Wa	M190
Create Water		Regular	1 sec.	Perm.	2/gal.	Wa	M184, B25
Destroy Water		Area	1 sec.	Perm.	3/S	Wa	M185, B25
Dry Spring		Regular	1 min.	Perm.	varies#	Wa	M188
Essential Water		Regular	1 sec.	Perm.	3/gal.	Wa	M189
Purify Water	15 [1]	Special	5-10 sec./g	ıal.#Perm.	1/gal.	Wa	M184, B2
Seek Water		Information	1 sec.	Instant	2	Wa	M184, B2
Shape Water	15 [1]	Regular	2 sec.	1 min.	1/1#	Wa	M185, B2
	eriii	Class	Time	Duration	Casting Cost	College	Page
Name							

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

	EQUIPMENT		
Qty	Item	Cost	Weight
1	Atherisauva (Schlangenblattstab; TL0;	1300	3 lb
	Weapon Master Damage Bonus)		
	Description: TL:0 LC:4, [Mode:lightbow Dam:thr+ imp Acc:3 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3]], [Mode		
	cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two		
	thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Not		
	hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 Sword Notes: Requires two hands.], [Mode:sword thrust Dan		
	Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two		
1	Notes: [3]	2600	4 lb
'	Composite Bow (ST 12 / Fine; TL1; Fine Quality; Weapon Master Damage	3600	4 ID
	Bonus) {p. B275}		
	Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/S	T*25 RoF:1 S	hots:1(2)
	ST:10† Bulk:-7 Skill:Bow Notes: [3]		
1	Notes: [3]	10	
'	Fur Loincloth (TL0) {p. B283}  Description: TL:0 LC: DR:1* Locations: groin Notes: [1] Coi		or under
	clothing.		
	Notes: [1] Location: groin		
1	Large Knife (TL0; Weapon Master	40	1 lb
	Damage Bonus) {p. B272, B276}	-	
	Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Ra		
	RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut I Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6		
	Can be thrown. See Muscle Powered Ranged Weapon Table		0.000. [1]
1	Notes:   [1]	-	4 IL
1	Personal Basics (TL0) {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to an	5 N Survival rol	1 lb
	Includes utensils, tinderbox or flint and steel, towel, etc., as		i without it.
1	Pouch (TL0) {p. B288}	40	7 lb
	Per Unit - Cost: 10 Contents - Cost: 30, Weight: 7 lb		
	Description: TL:0 Notes: Holds 3 lbs.		
1	Blanket (TL1) {p. B288}	20	4 lb
2	Rope, 3/8" (per 10 yards; TL1)	10	3 lb
-	{p. B288}	10	J ID
	Per Unit - Cost: 5, Weight: 1.5 lb		
L.	Description: TL:1 Notes: Supports 300lbs.		4 11
1	Quarterstaff (Fine/Balanced; TL0; Fine	50	4 lb
	(Balance); Weapon Master Damage		
	Bonus) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Read	ch:1,2 Parrv:+	-2 ST:7†
	Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Da	m:thr+2 cr R	each:1,2
	Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mod Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sw		
	hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 S		
1	Sword Notes: Requires two hands.]	40	2116
1	Shoulder Quiver (1L0) {p. B289} Per Unit - Cost: 10, Weight: 8 oz	42	2.1 lb
	Contents - Cost: 32, Weight: 1.6 lb		
16	Description: TL:0 Notes: Holds 12 arrows or bolts.	22	1614
16	<b>Arrow (TL0) {p. B275}</b> Per Unit - Cost: 2, Weight: 1.6 oz	32	1.6 lb
1	Wineskin (TL0) {p. B288}	10	4.25 lb
	Per Unit - Cost: 10, Weight: 4 oz		
	Contents - Weight: 4 lb Description: TL:0 Notes: Holds 1 gallon of liquid.		
2	Water (1 qt; TL0) {p. B288}	0	4 lb
	Per Unit - Weight: 2 lb		
	Description: TL:0 Notes: 1 pint of water.		