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[80] 14 Intelligence	' ' 11		. , ,	5	Face	-5 (- 11	_	edium			36 kg		
	· ·		earing	6-7	Right L	-		3 He				72 kg		-
Basic Damage	Ic		earing aste & Smell	8	Right A	-			Heavy			120 kg		4
1d-1 Basic Thro	ust [9-10	Torso	+0 0				ina O N	10vin	ng Thing		
1d+1 Basic Swi	ng		asic Speed	11	Groin	-3 (12 kg B			ig ming	js <u> </u>	
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[c] 40 C 40 ED [Point P	ools		15	Hand	-4 (44 kg S					
[0] 10 of 10 FP [-			16	Foot	-4 (88 kg R					r
[0] 11 of 11 HP [Healtny			17-18	Neck	-5 0			80 kg C				OCK OVE	
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Natural Attacks	<u> </u>	Melee Wea	apon			Usage Bite	13	Pai No	ry Bi	ock	1d-2	nage	Reach C	ST
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						Punch	13	9	No		1d-2		C 12	7+
Quarterstaff Staff						Punch Swung	13 16	9	No		1d-2 1d+3		C 1,2	7†
Quarterstaff							-		No No			3 cr		7† 9†
Quarterstaff Staff Quarterstaff Two-Handed Sword						Swung Swung	16 8	13 7	No		1d+3	3 cr 3 cr	1,2	9†
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff						Swung	16	13			1d+3	3 cr 3 cr	1,2	
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff						Swung Swung Thrust	16 8 16	13 7 13	No No		1d+3 1d+3 1d+1	3 cr 3 cr 1 cr	1,2 1,2 1,2	9† 7†
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff						Swung Swung	16 8	13 7	No		1d+3	3 cr 3 cr 1 cr	1,2	9†
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword	iife					Swung Swung Thrust Thrust	16 8 16	13 7 13	No No		1d+3 1d+3 1d+1	3 cr 3 cr 1 cr	1,2 1,2 1,2 2	9† 7†
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff						Swung Swung Thrust	16 8 16 8	13 7 13 7	No No		1d+3 1d+3 1d+1 1d cr	3 cr 3 cr 1 cr r	1,2 1,2 1,2	9† 7† 9†
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn	ife	on	Usage	SL	Acc	Swung Swung Thrust Thrust Swung Thrust	16 8 16 8 6 6	13 7 13 7 4 4	No No No		1d+3 1d+3 1d+1 1d cr 1d-2 1d-2	3 cr 3 cr 1 cr r	1,2 1,2 1,2 2 C,1	9† 7† 9† 5 7
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn		on	Usage	SL 14	Acc 1	Swung Swung Thrust Thrust Swung	16 8 16 8 6 6	13 7 13 7 4	No No No No		1d+3 1d+3 1d+1 1d cr 1d-2 1d-2	3 cr 3 cr 1 cr r cut imp	1,2 1,2 1,2 2 C,1 C	9† 7† 9† 5 7
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST	ife ed Weapo 15, p. B35	55. Cost: 1 p	ot for			Swung Swung Thrust Thrust Swung Thrust Damage	16 8 16 8 6 6	13 7 13 7 4 4 ARange	No No No No		1d+3 1d+3 1d+1 1d cr 1d-2 1d-2	3 cr 3 cr 1 cr r cut imp	1,2 1,2 1,2 2 C,1 C	9† 7† 9† 5 7
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1	ed Weapo 15, p. B35 d dmg); 2	55. Cost: 1 p	ot for			Swung Swung Thrust Thrust Swung Thrust Damage	16 8 16 8 6 6	13 7 13 7 4 4 ARange	No No No No		1d+3 1d+3 1d+1 1d cr 1d-2 1d-2	3 cr 3 cr 1 cr r cut imp	1,2 1,2 1,2 2 C,1 C	9† 7† 9† 5 7
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg	ed Weapo 15, p. B35 d dmg); 2 g).	55. Cost: 1 p	ot for	14		Swung Swung Thrust Thrust Swung Thrust Damage Special c	16 8 16 8 6 6 Fr 20	13 7 13 7 4 4 ARange	No No No No	Shot	1d+3 1d+3 1d+1 1d ci 1d-2 1d-2	3 cr 3 cr 1 cr r cut imp	1,2 1,2 1,2 2 C,1 C	9† 7† 9† 5 7
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1	ed Weapo 15, p. B35 d dmg); 2 g).	55. Cost: 1 p pts for some	ot for ething	14	1	Swung Swung Thrust Thrust Swung Thrust Damage Special c	16 8 16 8 6 6 Fr 20	13 7 13 7 4 4 4 Range 0/60	No No No No RoF	Shot	1d+3 1d+3 1d+1 1d+1 1d cr 1d-2 1d-2 s	3 cr 3 cr 1 cr r cut imp Bulk	1,2 1,2 2 C,1 C	9† 7† 9† 5 7
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg	ife ed Weapo 15, p. B35 d dmg); 2 g). ife Trait	55. Cost: 1 p pts for some	ot for ething	14	1	Swung Swung Thrust Thrust Swung Thrust Damage Special c	16 8 16 8 6 6 Fr 20	13 7 13 7 4 4 Range	No No No No RoF	Shot	1d+3 1d+3 1d+1 1d ci 1d-2 1d-2	B cr B cr I cr r cut imp Bulk	1,2 1,2 1,2 2 C,1 C	9† 7† 9† 5 7
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn	nife ed Weapo 15, p. B35 d dmg); 2 g). nife Trait	55. Cost: 1 p pts for some	ot for ething	14 14 Pts	1	Swung Swung Thrust Thrust Swung Thrust Damage Special c	16 8 16 8 6 6 8 7 8 8 kill /	13 7 13 7 4 4 4 Range 0/60	No No No No RoF	Shot	1d+3 1d+3 1d+1 1d cr 1d-2 1d-2 s	B cr B cr Cr Cut	1,2 1,2 2 C,1 C Recoil	9† 7† 9† 5 7 ST
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn	nife ed Weapo 15, p. B35 d dmg); 2 g). nife Trait	55. Cost: 1 p pts for some	ot for ething	14 Pts 0	1 1 B271	Swung Swung Thrust Thrust Swung Thrust Damage Special c	16 8 16 8 6 6 6 8 8/kill /	13 7 13 7 4 4 Range 0/60 /16 Technic	No No No No RoF	Shot	1d+3 1d+3 1d+1 1d ci 1d-2 1d-2 SL 16	B cr B cr Cr Cut	1,2 1,2 2 C,1 C Recoil	9† 7† 9† 5 7 ST 5 B208
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn Natural Attacks Increased Will:	ife ed Weapo 15, p. B35 d dmg); 2 g). ife Trait s	55. Cost: 1 p pts for some	ot for ething	14 Pts 0	1 1 B271 B16	Swung Swung Thrust Thrust Swung Thrust Damage Special co 1d-2 imp Staff Throwing Fast-D	16 8 16 8 6 6 Fr 20 kill /	13 7 13 7 4 4 Range 0/60 /16 Technic	No No No No RoF	Shot	1d+3 1d+3 1d+1 1d cr 1d-2 1d-2 s (SL 16 14	B cr B cr I cr I cr I cut Imp Bulk O RSL DX+3 DX+1	1,2 1,2 2 C,1 C Recoil	9† 7† 9† 5 7 ST \$B208 B226
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn Natural Attacks Increased Will 2 Magery 3 Extra Fatigue P Magic Only (Subje	aife ed Weapo 15, p. B35 d dmg); 2 g). aife Trait s 2	55. Cost: 1 p pts for some	ot for ething Thrown	14 Pts 0 10 35 3	1 B271 B16 B66 B16	Swung Swung Thrust Thrust Swung Thrust Damage Special co 1d-2 imp Staff Throwing Fast-D	16 8 16 8 6 6 7 8 8 kill /	13 7 13 7 4 4 Range 0/60 /16 Technic	No No No No RoF	Shot	1d+3 1d+3 1d+1 1d cr 1d-2 1d-2 s [SL 16 14 13	B cr B cr Cr Cut	1,2 1,2 2 C,1 C Recoil	9† 7† 9† 5 7 ST \$B208 B226 B194+
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn Natural Attacks Increased Will: Magery 3 Extra Fatigue P Magic Only (Subje Charitable	aife ed Weapo 15, p. B35 d dmg); 2 g). aife Trait s 2 Points 1 ect to involve	55. Cost: 1 p pts for some	ot for ething Thrown	14 Pts 0 10 35	1 1 B271 B16 B66	Swung Swung Thrust Thrust Swung Thrust Damage Special c 1d-2 imp Staff Throwit Fast-D Throwit Acroba	16 8 16 8 6 6 6 8 7 8, kill /	13 7 13 7 4 4 Range 0/60 /16 Technic Knife) apon (K	No No No No RoF	Shot	1d+3 1d+3 1d+1 1d cr 1d-2 1d-2 s 16 14 13 14	B cr Cut imp Bulk RSL DX+3 DX+1 DX DX+1	1,2 1,2 2 C,1 C Recoil	9† 7† 9† 5 7 ST \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn Natural Attacks Increased Will: Magery 3 Extra Fatigue P Magic Only (Subje Charitable CR: 12 (Resist quit	ife ed Weapo 15, p. B35 d dmg); 2 g). ife Trait s 2 Points 1 ect to involute often)	of 5. Cost: 1 p pts for some t untary FP dr	ot for ething Thrown	14 Pts 0 10 35 3	1 B271 B16 B66 B16	Swung Swung Thrust Thrust Swung Thrust Damage Special c 1d-2 imp Staff Throwi Fast-D Throwi Acroba Area K Lived t	16 8 16 8 6 6 Fr 20 kill /	13 7 13 7 4 4 Range 0/60 /16 Technic Knife) apon (K	No No No No No RoF 1 ue nife)	Shot	1d+3 1d+3 1d+1 1d cr 1d-2 1d-2 s 16 14 13 14 14	B cr Cut Cut Cut CDX+3 DX+1 DX DX+1 DX+1	1,2 1,2 2 C,1 C Recoil Pts 12 4 1 2 8	9† 7† 9† 5 7 ST ST 8208 8226 8194+ 8226 8174+
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn Natural Attacks Increased Will: Magery 3 Extra Fatigue P Magic Only (Subje Charitable	aife ed Weapo 15, p. B35 d dmg); 2 g). aife Trait s 2 Points 1 ect to involute often) ol roll in an	of 5. Cost: 1 ppts for some	t for ething Thrown Tain)	14 Pts 0 10 35 3	1 B271 B16 B66 B16	Swung Swung Thrust Thrust Swung Thrust Damage Special c 1d-2 imp Staff Throwi Fast-D Throwi Acroba Area K Lived t General	16 8 16 8 6 6 Fr 20 kill / ing raw ((n Weatics (nowlethere)) nature	13 7 13 7 4 4 Range 0/60 /16 Technic Knife) apon (K	No No No No No RoF 1 ue word Co- ettlements	Shot	1d+3 1d+3 1d+1 1d cr 1d-2 1d-2 s 16 14 13 14 14	B cr Cut Cut Cut CDX+3 DX+1 DX DX+1 DX+1	1,2 1,2 2 C,1 C Recoil Pts 12 4 1 2 8	9† 7† 9† 5 7 ST ST 8208 8226 8194+ 8226 8174+
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn Natural Attacks Increased Will: Magery 3 Extra Fatigue P Magic Only (Subje Charitable CR: 12 (Resist quit Make a self-contro render aid or are s resist the urge	aife ed Weapo 15, p. B35 d dmg); 2 g). aife Trait s 2 Points 1 ect to involute often) ol roll in an especifically	pts for some	t for ething Thrown Tain)	14 Pts 0 10 35 3 -15	1 B271 B16 B66 B16 B125	Swung Swung Thrust Thrust Swung Thrust Damage Special c 1d-2 imp Staff Throwi Fast-D Throwi Acroba Area K Lived t General towns, p	16 8 16 8 6 6 Fr 20 kill / ing raw ((n Weatics (nowlethere)) nature political	13 7 13 7 4 4 Range 0/60 /16 Technic Knife) apon (K edge (S) e of its seal allegian	No No No No No No No No RoF 1 Jue word Co ettlements nces, leade	Shot	1d+3 1d+3 1d+1 1d cr 1d-2 1d-2 s 16 14 13 14 14	B cr Cut Cut Cut CDX+3 DX+1 DX DX+1 DX+1	1,2 1,2 2 C,1 C Recoil Pts 12 4 1 2 8	9† 7† 9† 5 7 ST ST 8208 8226 8194+ 8226 8174+
Quarterstaff Staff Quarterstaff Two-Handed Sword Quarterstaff Staff Quarterstaff Two-Handed Sword Small Throwing Kn Small Throwing Kn Range Poltergeist Throws object with ST an item up to 10 lbs (1 up to 25 lbs (1d+1 dmg Small Throwing Kn Natural Attacks Increased Will: Magery 3 Extra Fatigue P Magic Only (Subje Charitable CR: 12 (Resist quit Make a self-contro	aife ed Weapo 15, p. B35 d dmg); 2 g). aife Trait s 2 Points 1 ect to involute often) ol roll in an especifically age of Th	untary FP draws situation vasked for h	rain) where you could lelp, but should	14 Pts 0 10 35 3	1 B271 B16 B66 B16	Swung Swung Thrust Thrust Swung Thrust Damage Special c 1d-2 imp Staff Throwi Fast-D Throwi Acroba Area K Lived t General towns, p	16 8 16 8 6 6 Fr 20 kill / ing raw (in Weatics nowle here) nature political st citiz	13 7 13 7 4 4 4 Range 0/60 /16 Technic Knife) apon (K edge (S) e of its seal allegiantens of St	No No No No No No No No RoF 1 Jue word Co ettlements nces, leade	Shot	1d+3 1d+3 1d+1 1d cr 1d-2 1d-2 s 16 14 13 14 14	B cr Cut Cut Cut CDX+3 DX+1 DX DX+1 DX+1	1,2 1,2 2 C,1 C Recoil Pts 12 4 1 2 8	9† 7† 9† 5 7 ST ST 8208 8226 8194+ 8226 8174+

Trait	Pts		Skill / Technique	SL	RSL	Pts	
Pacifism: Cannot Harm Innocents	-10	B148	Artist (Drawing)	14	IQ	6	B179
You may fight – you may even start fights – but you			Jeweler/TL4	14	IQ	4	B203
may only use deadly force on a foe that is attempting to do you serious harm. Capture is not "serious harm"			Acting	13	IQ-1	1	B174
unless you are already under penalty of death or have a			Diplomacy	13	IQ-1	2	B187
Code of Honor that would require suicide if captured.			Disguise/TL4 (Human)	13	IQ-1	1	B187
You never intentionally do anything that causes, or even			Jumping	13	DX	1	B203+
threatens to cause, injury to the uninvolved – particularly if they are "ordinary folks."			Sewing/TL4	13	DX	1	B219
Language: Common	0	B24	Stealth	13	DX	2	B222
Native; Spoken (Native); Written (Native)			Climbing	12	DX-1	1	B183
Language: Thorass	0	B24	Thaumatology	14	IQ	1	B225
Native; Spoken (Native); Written (Native)			Forgery/TL4	12	IQ-2	1	B196
Amn			Observation	13	Per-1	1	B211
			Intelligence Analysis/TL4	13	IQ-1	2	B201
S	pell		<u> </u>	SL	RSL	Pts	
⊘ Sound	рсп			OL	INOL	1	
Sound Ritual: speak a word or two OR make a small gesture; Class: Regular; Cost: Varies; Maintain: 1/ min; Time: 1		ation: Var	es; College: Sound	15	IQ+1	1	M171
Movement						27	
Blink Ritual: speak a word or two OR make a small gesture Class: Blocking; Cost: 2; Time: 1 sec; Duration: Instant	t; College:	Gate, Mo	vement	15	IQ+1	1	M148
Distant Blow Ritual: speak a word or two OR make a small gesture; Class: Regular; Cost: 3; Maintain: 3; Time: 3 sec; Durat		; College	Movement	15	IQ+1	1	M144
Poltergeist Throws object with ST 15, p. B355. Cost: 1 pt for an it (1d+1 dmg). Ritual: speak a word or two OR make a small gesture; Resistance: HT; Class: Missile; Cost: 1 or 2; Time: 1 se	Cost: -1			15	IQ+1	1	M144
Great Haste Ritual: speak a word or two OR make a small gesture; Class: Regular; Cost: 5; Time: 3 sec; Duration: 10 sec;		Movemen	t	15	IQ+1	2	M146
Haste Ritual: speak a word or two OR make a small gesture; Class: Regular; Cost: 2/pt; Maintain: Half; Time: 2 sec;		: 1 min: C	ollege: Movement	15	IQ+1	1	M142
Jump Ritual: speak a word or two OR make a small gesture; Class: Regular; Cost: 1-3; Time: 1 sec; Duration: 1 min	Cost: -1		·	15	IQ+1	1	M143
Levitation Ritual: speak a word or two OR make a small gesture; Resistance: ST or Will; Class: Regular; Cost: 1 per 80 ll Movement	Cost: -1			15	IQ+1	1	M143
Apportation Ritual: speak a word or two OR make a small gesture; Resistance: Will; Class: Regular; Cost: Varies; Time: 1		tion: 1 mi	n; College: Movement	15	IQ+1	1	M142
Wallwalker Ritual: speak a word or two OR make a small gesture; Class: Regular; Cost: 1 per 50 lbs; Maintain: Half; Time		ouration: 1	min; College: Movement	15	IQ+1	1	M144
Teleport Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cost: Varies; Time: 1 sec; Duration: Instant; College: Gate, Movement				15	IQ+1	2	M147
Teleport Other Ritual: speak a word or two OR make a small gesture; Resistance: Will+1; Class: Regular; Cost: Varies; Maint	Cost: -1			17	IQ+3	10	M147
Flight Ritual: speak a word or two OR make a small gesture; Class: Regular; Cost: 5; Maintain: 3; Time: 2 sec; Durat	Cost: -1		·	15	IQ+1	2	M145
Flying Carpet Ritual: speak a word or two OR make a small gesture; Class: Regular; Cost: 1/sq foot of surface; Maintain: H	Cost: -1			15	IQ+1	2	M146

Spell	SL	RSL	Pts	
Deflect Missile	15	IQ+1	1	M143
Ritual: speak a word or two OR make a small gesture Class: Blocking; Cost: 1; Time: 1 sec; Duration: Instant; College: Movement, Protection & Warning				
Mind control			4	
Forgetfulness	15	IQ+1	1	M135
Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will or skill; Class: Regular; Cost: 3; Maintain: 3; Time: 10 sec; Duration: 1 hr; College: Mind Control				
Foolishness	15	IQ+1	1	M134
Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will; Class: Regular; Cost: 1-5; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Mind Control				
Fear	15	IQ+1	1	M134
Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will; Class: Area; Cost: 1; Time: 1 sec; Duration: 10 min; College: Mind Control				
Avoid	15	IQ+1	1	M140
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 3; Maintain: 3; Time: 1 min; Duration: 1 hr; College: Mind Control				
Meta			6	
Counterspell	15	IQ+1	1	M121
Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spell; Class: Regular; Cost: Half countered spell; Time: 5 sec; Duration: Instant; College: Meta				
Delay	15	IQ+1	1	M130
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Regular; Cost: 3; Maintain: 3; Time: 10 sec; Duration: 2 hrs; College: Meta	15	IQ+1	1	M126
Dispel Magic Ritual: speak a word or two OR make a small gesture; Cost: -1	15	IQ+1	'	W1120
Resistance: Subject spells; Class: Area; Cost: 3; Time: sec=cost; Duration: Permanent; College: Meta				
Magic Resistance	15	IQ+1	1	M123
Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will+Magery; Class: Regular; Cost: 1-5; Maintain: Same; Time: 3 sec; Duration: 1 min; College: Meta				
Reflex	15	IQ+1	1	M132
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Special; Cost: cost of subject spell; Maintain: Same; Time: 10 sec; Duration: 1 hr; College: Meta	15	10.1	1	M100
Ward Ritual: speak a word or two OR make a small gesture	15	IQ+1	1	M122
Resistance: Subject spell; Class: Blocking; Cost: 2 or 3; Time: 1 sec; Duration: Instant; College: Meta				
Light & Darkness			4	
Hide	15	IQ+1	1	M113
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1-5; Maintain: Same; Time: 5 secs; Duration: 1 hour; College: Light & Darkness				
Light	15	IQ+1	1	M110
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Regular; Cost: 1; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness Continual Light	15	IQ+1	1	M110
Ritual: speak a word or two OR make a small gesture; Cost: -1	13	ועדו	'	101110
Class: Regular; Cost: 2 moon, 4 torch, 6 day; Time: 1 sec; Duration: 2d days; College: Light & Darkness				
Darkness	15	IQ+1	1	M111
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 2; Maintain: 1; Time: 1 sec; Duration: 1 min; College: Light & Darkness				
⊘ Knowledge			2	
Identify Spell	15	IQ+1	1	M102
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Knowledge Detect Magic	15	IQ+1	1	M101
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2; Time: 5 sec; Duration: Instant; College: Knowledge				
Illusion			6	
Simple Illusion	15	IQ+1	1	M95
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 1; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation				
Perfect Illusion	15	IQ+1	1	M96
Ritual: speak a word or two OR make a small gesture; Cost: -1				
Class: Area; Cost: 3; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Illusion & Creation				

Spell				SL	RSL	Pts	
Know Illusion				15	IQ+1	1	M97
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Illusion & Creati	ion						
Illusion Disguise				15	IQ+1	1	M96
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 3; Time: 1 sec; Duration: Until illusion ends; College: Il	llusion & Creation						
Control Illusion				15	IQ+1	1	M97
Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spell; Class: Regular; Cost: 1; Time: 2 sec; Duration: Pe	ermanent; College: II	lusion & C	reation				
Complex Illusion				15	IQ+1	1	M96
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 2; Maintain: Half; Time: 1 sec; Duration: 1 min; College: II	llusion & Creation						
Healing Healing						2	
Recover Energy				15	IQ+1	1	M89
Ritual: speak a word or two OR make a small gesture; Cost: -1							
Class: Special; Cost: 0; Maintain: 0; Time: 1 sec; Duration: Special; College:	Healing			4.5	10.1		1400
Lend Energy Ritual: speak a word or two OR make a small gesture; Cost: -1				15	IQ+1	1	M89
Class: Regular; Cost: 1/pt; Time: 1 sec; Duration: Permanent; College: Heali	ina						
Communication & Empathy						2	
Sense Foes				15	IQ+1	1	M44
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info/Area; Cost: 1/area, min 2; Time: 1 sec; Duration: Instant; Collego	e: Communication &	εmpathy					
Sense Emotion		•		15	IQ+1	1	M45
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2; Time: 1 sec; Duration: Instant; College: Communica	ation & Empathy						
Protection	, ,					5	
Watchdog				15	IQ+1	1	M16
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 1; Maintain: Same; Time: 10 sec; Duration: 10 hrs; Colleg	je: Protection & War	ning					
Sense Danger		-		15	IQ+1	1	M16
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 3; Time: 1 sec; Duration: Instant; College: Protection & Wa	arning						
Shield				15	IQ+1	1	M16
Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2 per DB; Maintain: Half; Time: 1 sec; Duration: 1 min;	; College: Protection	& Warning	3				
Armor				15	IQ+1	1	M16
Ritual: speak a word or two OR make a small gesture; Cost: -1	Callaga: Drataatian	9 Morning					
Class: Regular; Cost: 2 per DR; Maintain: Half; Time: 1 sec; Duration: 1 min; Block	College. Protection	& warning	J	15	IQ+1	1	M16
Ritual: speak a word or two OR make a small gesture				13	iQii	•	IVIIO
Class: Blocking; Cost: 1 per DB; Time: 1 sec; Duration: Instant; College: Pro	tection & Warning						
🗸 # Carried Equipment (3.003 kg; \$4180) Us	es TL LC		Â	\$€			
✓ 1 Quarterstaff	0	10	2 kg	1	0	2 kg	B273
1 15 pt Powerstone	15	4050	0.003 kg	405	0.00)3 kg	M20
Small Throwing Knife		30	0.25 kg	12	.0	1 kg	DFA10

Tatoo on Anderna's skin might show silvered Harp when due secret words of the Harper's are pronounced. This recognition sign appears only to Harper's adepts.

The Harpers employed a networkof teleportation circels in cities accross the north, to ensure their movements remained shroude in secrecy